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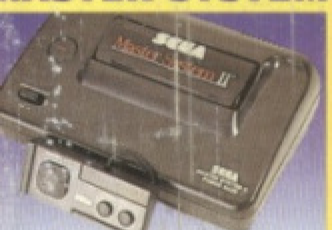
- WWF WRESTLEMANIA
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- JOHN MADDEN '93
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MEGA-CD



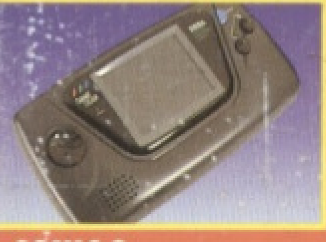
- EXCLUSIVE! OFFICIAL SEGA MEGA-CD PREVIEWS ON VIDEO

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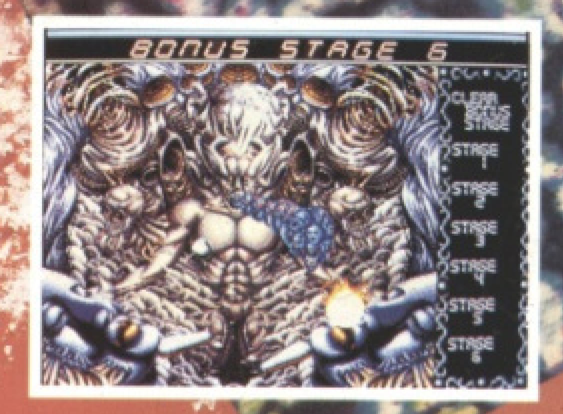
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DOMARK
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VIDEO GAMES

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Ecco!

he Megadrive dolphin sim-lator turns out to be one of he greatest console games ver produced!

MEGADRIVE REVIEWS

▲ Grey lancer: is it any good or a pile of cack?htdzhg hgdshgdshg dshgdsh

MASTER SYSTEM REVIEWS



PREVIEWS



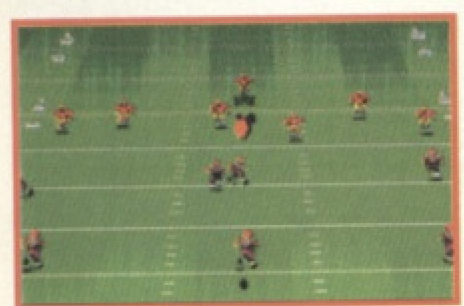
▲ *Pedal to the metal in Megadrive Lotus!*

HOTLINES 52

Once more, you have the opportunity to get hold of the latest console technology!

COMPETITION

Ooh! Ooh! Win a telly, video and 30 games courtesy of Ballistic!



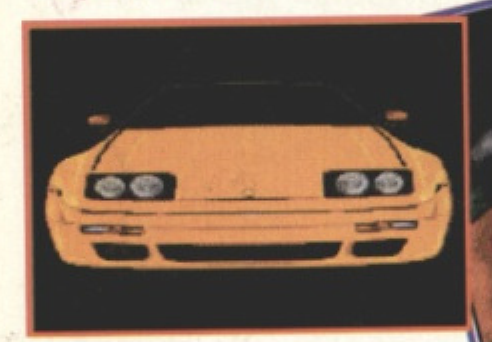
▲ *Risky Woods: previewed!*



▲ *Risky Woods: previewed!*



▲ *Risky Woodewed!*



▲ *Risky Woods: previewed!*



▲ *Risky Woods: previewed!*



▲ *Risky Woods: previewed!*

▲ *Risky Woods: previewed!*

GAME GEAR REVIEWS

REGULARS

WHODUNNIT

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ETERNAL GRATITUDE TO: Paul Glancey, whose grabbing hands grab all they can.

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COMPETITION RULES
EMAP Images employees and their immediate family aren't allowed to enter any competitions. There will be no cash alternative to the prize on offer. Also, if we get any more entries from Dwayne Minton of West Wormwood or indeed any of his deformed, smelly cronies, we'll send our boys around to his house and stuff those entries where the sun doesn't shine.

RICH'S FINAL BIT
Ooh, my first final bit. Good eh? Well, er, what shall I write? I'll tell you what, how's this. I have a bright, shiny Game Gear up for grabs and one of you lot can win it if you can guess how many CDs I've got in my vast collection (including CD singles). Answers on a postcard to I BET RICH HAS MORE CDS THAN I HAVE BRAIN CELLS, MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The person closest to actual amount will get the Gear.

EDITOR

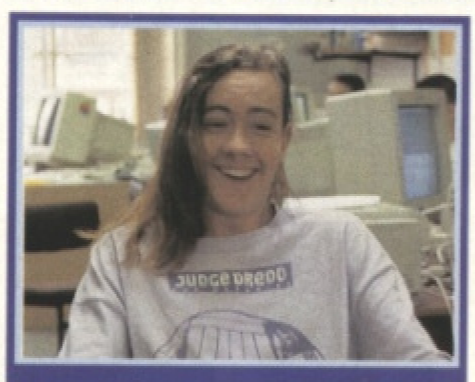
MERRY CHRISTMAS ONE AND ALL

Welcome to the massive festive edition of MEAN MACHINES SEGA, boasting 180 pages packed to the brim with all the greatest news and reviews for your Sega console. I won't waste your time by pointing out all of the fabulous, totally exclusive stuff we've managed to cobble together for you lot - I'd like to think that the magazine speaks for himself.

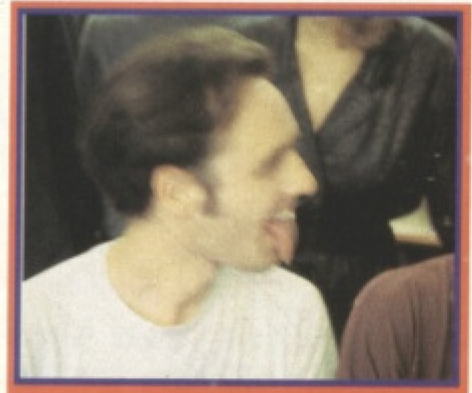
Instead, I'd just like to take this opportunity to thank all of you for your support in making *MEAN MACHINES SEGA* the country's number one Sega magazine. With you help, we'll be able to continue bringing you the ultimate in Sega coverage, with the best reviews around and the largest number of pages dedicated to all things Sega. What's more, we'll continue bringing you the ultimate in cover-mounted gifts. If you think that what we've given you so far has been completely amazing, watch out for some even more stunning gifts coming early next year!

Still, enough of this ruthless plugging, enjoy Christmas as best as you can and be sure to get hold of the next issue of MEAN MACHINES (out December 28) to help bring in the New Year!

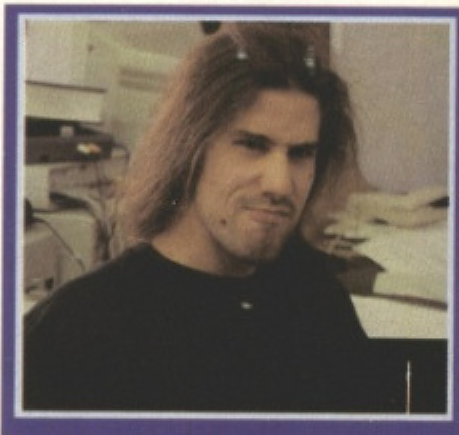
RICH LEADBETTER



NAME: Radion Automatic
I LIVE IN: Muswell Hill guv'nor.
DATE OF BIRTH:7.9.74
OCCUPATION: Senior Staff Writer.
DUTIES: Writing, screen grabbing, sending people off down Arkwright's Grocers and Confectioners.
FAVE GAMES OF 1992: Super Mario Kart, Sonic 2, Desert Strike, Star Wars, Micro Machines.
FAVE COIN-OPS: Streetfighter '92, Total Carnage, Police Story.
ALL-TIME FAVE GAMES: Streetfighter '92, Micro Machines, Tron Deadly Discs (Aquarius), Revenge of the C5 (Spectrum).
LIKES: Travel, meeting people and working with children.
MOST VENOMOUS DISLIKES: Stupid Nirvana T-shirt wearing half-wit student cretins. Answering mis-informed questions on the 'phone. Stupid fascist corrupt in-bred government.
FAVE CLOTHING: My even bigger DMs and my lovely great coat.
TOP MUSIC SELECTION: Corrosion of Conformity, Alice in Chains, Sick Of It All, Rage Against the Machine, Jane's Addiction, Pearl Jam, The Sex Pistols, Alice Donut, Boneyard, Nine Inch Nails, Dead Kennedys, Black Flag, Right Said Fred.
FAVE TELLY PROGRAMMES: Anything with Trevor and Simon in it. Depressing documentaries.
BEST STREET FIGHTER II CHARACTER: Blanka for his speed, rolling attacks, double headbutt and general versatility.
IDEAL CHRISTMAS PRESENT: Not telling - it's a surprise.



NAME: Andy McVittie.
I LIVE IN: Wemb-er-ley.
DATE OF BIRTH: 7.12.64.
OCCUPATION: Production Editor.
DUTIES: Cracking the whip over those lazy, good-for-nothing staff writers!
FAVE GAMES OF 1992: Sonic II, Street Fighter II, World of Illusion, Micro Machines.
FAVE COIN-OPS: Rad Mobile, Street Fighter '92, Diet Go-Go.
ALL-TIME FAVE GAMES: Bubble Bobble, Tetris, Sinistar - the scariest game ever, Star Wars.
LIKES: Jacqui, Trevor and Simon, Rodney Dangerfield stand-up, early Eddie Murphy.
MOST VENOMOUS DISLIKES: Shark attacks, travelling on the underground, racists who are the scum of the earth.
FAVE CLOTHING: My smart Reg Kray suit and "Professionals"-style boots.
TOP MUSIC SELECTION: Roy Ayers, Mark Murphy, Jon Lucien, Roland Kirk, Horace Silver, Michel Legrand, Quincy Jones, Stevie Wonder - a musical genius, Earth, Wind and Fire - truly inspirational, Elvis, dodgy 60's film themes, Brian Auger Trinity.
FAVE TELLY PROGRAMMES: Coronation Street - 'cos it reminds me of home, Brookside, Mary Whitehouse Experience.
BEST STREET FIGHTER II CHARACTER: Ken because of his smart red PJ's and topping moves.
IDEAL CHRISTMAS PRESENT: An original AC Cobra or a Vincent Black Shadow (ask your dads).



NAME: Paul Davies
I LIVE IN: A dream world.
DATE OF BIRTH: 14.02.69.
OCCUPATION: Staff Writer.
DUTIES: Cleaning the toilet, going to the shop, listening to Andy and writing the odd review.
FAVE GAMES OF 1992: Super Aleste, Micro Machines, Mario Kart, Axelay, Atomic Runner, Sonic II, World of Illusion, Bio-Hazard, Contra Spirits.
FAVE COIN-OPS: Total Carnage, Street Fighter II '92, Knights of the Round and Road Riot.
ALL-TIME FAVE GAMES: Ghouls and Ghosts, Super Ghouls and Ghosts, Super R-Type, Super Aleste. Kirby's Dream Land.
LIKES: My family and friends, the Lake District and my job. Anime, my Megadrive and Super NES. Capcom.
MOST VENOMOUS DISLIKES: Anything or anyone that's false.
FAVE CLOTHING: My DM Raiders. Diesel and Chevignon oh and Soviet (According to Dave Kelsall... I probably don't like any of that stuff at all, he just asked me to put that in!)
TOP MUSIC SELECTION: Boneyard, The Tailgators, Rage Against the Machine, Alice Donut, Fishbone, Schi-zo.
FAVE TELLY PROGRAMMES: The Big Breakfast, Going Live!, Equinox.
BEST STREET FIGHTER II CHARACTER: All of them, but especially Ryu.
IDEAL CHRISTMAS PRESENT: Viviana Durante (the ballerina). World peace.

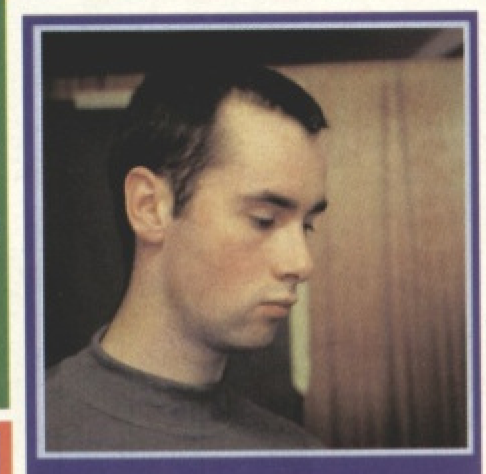
RIAL

SAY "HI!" TO LUCY

After a great deal of umming and ahhing, we've decided to bite the bullet and add a token female to the MEAN MACHINES staff. Yes indeed, Lucy Hickman is her name and she takes the Deputy Editor position vacated by Rich last month. To learn more about this mysterious, lager-fixated personage, examine the relevant personality profile printed on these pages. In the meantime, say "Hi!" and make her feel nice and welcome. *(© Patronising Intros Ltd, 1992).*



NAME: Lucy Hickman.
I LIVE IN: Islington.
DATE OF BIRTH: 4.8.69 (so remember me pressies!).
OCCUPATION: Deputy Editor (for my sins).
DUTIES: Battering the underlings and toadying to the "Powers That Be".
FAVE GAMES OF 1992: Dragon's Fury, Sonic 2.
FAVE COIN-OPS: R-Type 2, Defender.
ALL-TIME FAVE GAMES: Street Fighter II, Sonic, Parodius.
LIKES: Furry animals, furry countryside, mad people, lager, my boyfriend (aah, how sweet)!
MOST VENOMOUS DISLIKES: Continental quilt covers, MCPs, hand blowers, garden gnomes with acne.
FAVE CLOTHING: Anything with rainbows on it.
TOP MUSIC SELECTION: Meatloaf, Led Zepplin, Stiff Little Fingers, Robert Palmer, and anything else particularly brill.
FAVE TELLY PROGRAMMES: Anything with Mel Gibson in it (even though he's only 5ft 6ins and is a positive short-ass compared to me).
BEST STREET FIGHTER II CHARACTER: Chun Li, because I like nothing better than to see women kick serious male ass!
IDEAL CHRISTMAS PRESENT: Ferrari, Porsche, Rolls Royce or anything big.



NAME: Angus 'Gus' Swan
I LIVE IN: Tottenham (Tottenham - no one to stop them).
DATE OF BIRTH: 12.09.70.
OCCUPATION: 2nd (bottom) fore-lock tugger.
DUTIES: Grabbing the best games for myself. Being hard.
FAVE GAMES OF 1992: Sonic 2, Alisia Dragoon, Mario Kart, Street Fighter II.
FAVE COIN-OPS: Rampart (still!), Street Fighter II, Smash TV
ALL-TIME FAVE GAMES: Dig Dug, Paradroid, Super Mario World, Street Fighter II.
LIKES: Tolerance, the Labour Party, Bette Davis films on wet Sunday afternoons, money.
MOST VENOMOUS DISLIKES: Tories, bigotry, 'Security Alerts', losing.
MY IDEAL DAY: Rise about 10. Have lunch with Madonna at the Dorchester. Arrive home to find all my washing and ironing done, and a £50 note on top of the pile. After a quick nap, off to see my fave comedienne Jo Brand, and then scoff loads of cakes before going to bed.
WORST DAY I CAN IMAGINE: After sharing a tube with Danni Minogue, arriving at work to find my 'books' on the pavement. Retiring to a pub and having to drink these miniscule English measures. Watching Scotland lose to Faroe Islands at footy.
FAVE CLOTHING: Bomber jackets, silk shirts, 'kinky' leather trews.
TOP MUSIC SELECTION: Erasure, New Order, Carole King, Pet Shop Boys.
FAVE TELLY PROGRAMMES: Have I Got News For You, Dame Edna's Neighbourhood Watch
BEST STREET FIGHTER II CHARACTER: Dhalsim - for his inscrutable Yoga magic.
IDEAL CHRISTMAS PRESENT: Finding out I AM a member of the Royal Family after all!



NAME: Richard Leadbetter.
I LIVE IN: Witham, Essex (still).
DATE OF BIRTH: 20.12.71.
OCCUPATION: Editor.
DUTIES: With great power there must also come great responsibility, to coin a phrase.
FAVE GAMES OF 1992: Loads and loads and loads. Sonic II does stand out, but Ecco is simply amazing. Super Mario Kart on the Super NES is great too.
FAVE COIN-OPS: Street Fighter II - Champion Edition, Narc, Final Lap II (with loads of human players participating).
ALL-TIME FAVE GAMES: Street Fighter II - Champion Edition, Road Rash (II), Tetris, Streets of Rage, Final Fight.
LIKES: My portable CD player and indeed my massive CD collection, my electrical gear. My books, my job. Good company and good food are important. Oh, I suppose should add my staff to the list as well.
MOST VENOMOUS DISLIKES: Kriss Kross, Take That, The Rotterdam Termination Source, prejudice of just about any description, contrived confrontational situations, British Rail, door-to-door Jehovah's witnesses, The Word, overuse of the phrase "oo-er", deadlines, getting up, losing at Street Fighter II or Super Mario Kart, answering stupid questions on the 'phone. I could go on for ever...
FAVE CLOTHING: Still my leather jacket and scarf I suppose (see last year's Christmas special). I got a new jacket but it's just not the same - oh well.
TOP MUSIC SELECTION: Depeche Mode, Electronic, Erasure, Frankie Goes To Hollywood, The Grid, Kraftwerk, The KLF (RIP), New Order, N-Joi, The Orb, The Prodigy, Pet Shop Boys, Recoil, REM, The Shamen. Lots of other stuff too, I'm a bit of a CD single fiend.
FAVE TELLY PROGRAMMES: The Simpsons, Red Dwarf, Star Trek: Next Generation, Have I Got News For You, One Foot in the Grave, The Young Ones, Bottom, the Mary Whitehouse Experience, MTV Greatest Hits. Trev and Simon out of Going Live! are brilliant.
BEST STREET FIGHTER II CHARACTER: I'm pretty proficient with most of them, but Guile's combination attacks and special moves outclass all of the others.
IDEAL CHRISTMAS PRESENT: I'm not particularly fussed. Apparently it's the giving that really matters, not the receiving. Yeah, reck-on. I'm so sure.



NAME: Julian Rignall
I LIVE IN: Southend-on-Sea, Essex
DATE OF BIRTH: Some time ago.
OCCUPATION: Managing Editor.
DUTIES: Carrying the can.
FAVE GAMES OF 1992: Sonic II, Road Rash II, Ecco, Alien III, Desert Strike, Super Mario Kart, F1 Exhaust Heat, Streetfighter II, Super Star Wars.
FAVE COIN-OPS: Streetfighter II Champion Edition, Final Lap II, Sega Virtua Racing - it hasn't been a great year for coin-ops to be honest.
ALL-TIME FAVE GAMES: Stargate, Streetfighter II Champion Edition, Road Rash II, the Mario series, Sonic II, Mad Planets, Flicky, Robotron 2084, I Robot, Sinistar, Toy Bizarre, Impossible Mission, Bounty Bob Strikes Back, Dropzone, Zenji.
LIKES: My Rideen/Honda CBR400RRJ racing bike, motorbikes in general, fast cars, Rosenthal ceramics, telly, videogames, films, my cats Mad and George, remote places.
MOST VENOMOUS DISLIKES: People who don't look where they're driving, diesel spills on roundabouts, people who drive along with their fog lamps on (usually the same people who don't look where they're going), the quality of life in London, the government for getting this country into a complete mess without even so much as an apology, the housing market... I could go on, but I'll only get myself depressed.
TOP MUSIC SELECTION: My tastes are very varied indeed - my Walkman selection for the week includes Prodigy, Killing Joke, Cure, Joy Division, Nirvana, Faith No More, Depeche Mode, Pink Floyd, Kraftwerk and a load of Techno compilations.
FAVE TELLY PROGRAMMES: Black Adder, Top Gear, Equinox, Simpsons, Coronation Street, Going Live (only for Trevor and Simon), Saturday Night Live, Have I Got News For You.
BEST STREET FIGHTER II CHARACTER: All of them except Ken and Ryu.
IDEAL CHRISTMAS PRESENT: My own, personal, very big and twisty race track with a derestricted Yamaha FZR OWO1, Yamaha TZR 250RRSP (with dry clutch), Ducati SS Lightweight, BMW M3 racing saloon, Williams F1 Grand Prix Car, 500cc Megapower Go-kart, racing truck, Ford GT40, Ferrari racing Testarossa and a racing AC Cobra. Oh yeah, and I'll need an ambulance to pick me up every time I crash. Oh, and a private hospital very near the track. Oh yeah, and a big farm with lots of animals in the middle where I could live.


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NEWS

RED NOSE RANTINGS

Ocean Software hope to raise half a million quid for Comic Relief with the launch of Sleepwalker - the first ever Red Nose computer game.
And they want gamers everywhere to help them raise even more dosh with a Play a Game for Red Nose Day bash. All you have to do, is get hold of a sponsorship form then sign up some suckers to hand over their cash when you take part in a challenge against friends or foe at Sleepwalker or any game you fancy - anything to keep the shekels rolling in.

A national Sleepwalker games challenge will soon be launched with the chance to enter the Red Nose Challenge at major retailers all over the country. The grand national final will be held in London on Red Nose Day (12 March 1993).



Okay listen up, you're a lean, mean, fighting machine and it's time to save the world, rescue a Princess and still get home in time for Blue Peter. Sound familiar? Not surprising really because it's Strider, that super commando hero-type back on your Megadrive for another battle against the Master, his evil empire and a whole heap of other unpleasantries.

This latest offering from US Gold, Strider II, is the sequel to the classic coin-op conversion which scored a corking 92% in our November 1990 review. It's the same sort of scenario - it's the 21st



VIRTUALLY FINISHED

Hot news on the VR front reaches us from a reliable source. Sega have signed up the talents of military VR specialists General Electric, licensing several of their Virtual Landscapes for use in future coin-ops!
This should mean loads of free-range running around and shooting and even more interaction with the environment! Not only this, but Sega are one of three companies, none of which we can name because this is all dead secret who are currently rumoured to be researching home Virtuality! Don't get too excited and rush out to sell your Megadrive before it devalues though, because the fruits of their labours won't see the light of day for at least another three years. Boo Hoo.



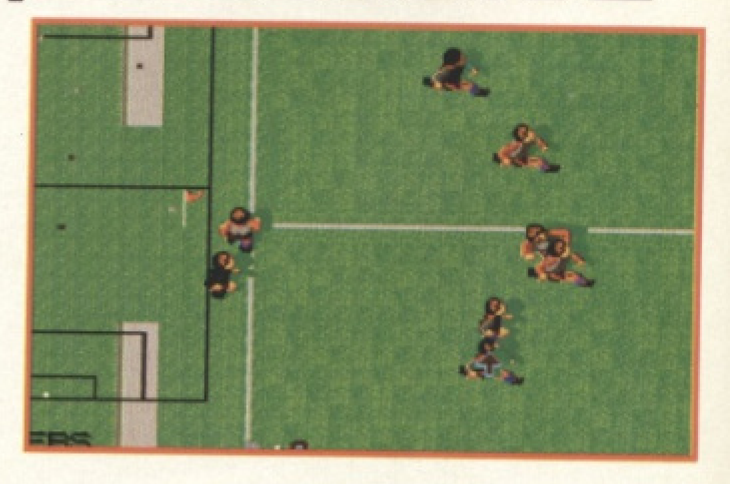
SUPER KICK-OFF: MEGADRIVE, EXCLUSIVE

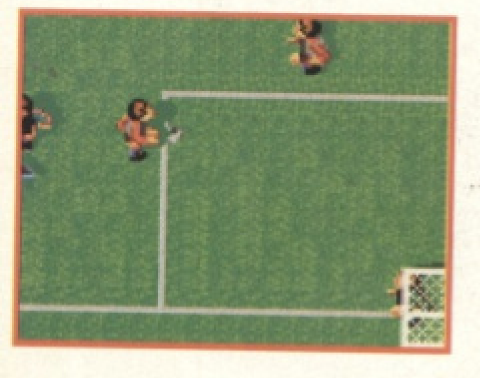


As exclusively revealed in MEAN MACHINES some time ago, US Gold are currently producing the Megadrive version of the best soccer simulation in history: Super Kick-Off!

As any one who's played the Amiga version knows, Kick-Off is the ultimate simulation of Britain's favourite sport as it combines brilliant, fast gameplay with a superb control method and highly realistic ball movement. The Megadrive version, programmed by the same programming team that brought us the amazing Master System game (rated at 96%), is looking topper.

Apparently, the coders have used the same basic logic that made the Master System and Amiga versions so good, but have made good use of the Megadrive's custom video chips to produce a game faster and smoother than any other version! The vast range of options available in the Amiga game have made it into the conversion, but US Gold are promising to make the presentation of the game even better!





We've had our sights trained on this top game for quite a while now and hope to bring you even more exclusive news on the game in the near future!

STRIDER II: COMING SOON!

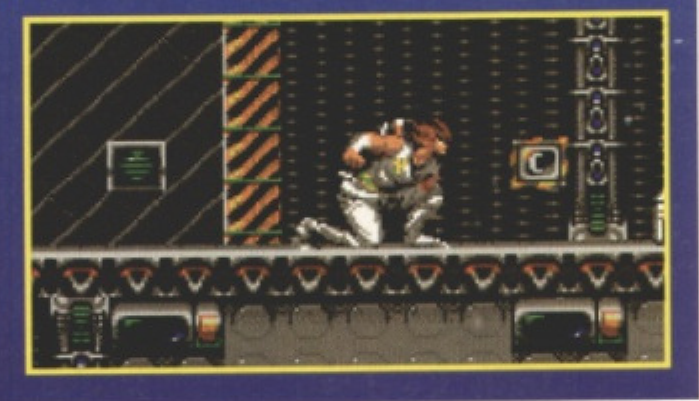




century and as Strider you battle through five levels of hell on earth taking your trusty Fire Shuriken and Plasma Sword for company, and the world and it's mother out to stop you.

Plunge through the Forbidden Forest, scale the walls of the formidable Castle Metropolis, wander aimlessly through the Alien Labyrinth then take to the Rooftops before the final showdown at the Master's Lair where your girly, the Princess Magenta (who'll be tickled pink to see you) awaits her rescuer. Sounds easy but our sneak peek at the game suggests otherwise.

Will the sequel match the excellence of its predecessor? Find out in the definitive MEAN MACHINES SEGA review.



WHAT IN THE WORLD

Daft people who fiddle around with the Earth's particles are asking for trouble. Crikey — what do they expect , a teddy bear's picnic? Nevertheless, these clueless scientists keep on meddling and invariably winge when they find themselves up a creek without a paddle. And Lester Chaykin, the dubious star of Virgin's new Megadrive jaunt is no exception.

After a relentless bit of molecule messing, the potty physicist emerges in an alien dimension. Dazed, confused and dying for the loo (probably), Lester finds himself in Another World (which, coincidence of coincidences happens to be the name of the game).

On this weird and scary planet, Lester discovers there are worse things in life than the taxman and a dose of the pox — it's a battle to the death and he's outnumbered.

Fortunately for Lester, screwing up the world's very substance is just his day job, in his spare time he's an acrobat (coh, it's John Major) which is damn lucky because he's going to need these skills to avoid the horrors Another World has to offer (John Smith? Neil Kinnock? Aaargh, not Maggie Thatcher!).

Winging through a choice of unseemly landscapes that not even David Mellor would be seen dead on holiday at, you meet slightly unattractive slugs, the somewhat unnerving Dark Beasts and a rather miffed Machine in the Arena of Death.

According to Virgin, programmer, Eric Chahi has used polygons (dead parrots?!?) more often associated with flight simulations to create 'a unique, fluid animated display and a genuine cinematic feel'. But then they would say that wouldn't they? True or not, we'll fill you in in a future issue.











YOU MELTED THE DRAGON.

VAULTED THE DRAWBRIDGE. WADED THE SWAMP.

AND FORGOT ABOUT THE DINOSAUR EGGS.



TRY A SPELL IN WOOLWORTHS.

Wipe yourself down, head for any branch and feed your face with all the latest hard and software.

SEGA at WOOLWORTHS

GREEN TIGHTS AHOY

Hokey kokey, it's time for a bunch of transvestites - Nickin Beret, Small Johnny and Won't Crimson, to slap on their glad rags, bash up some cop from the East Midlands, save some bimbo and lift up a few stage-coaches... (er no, not quite, try that again - Ed).

Oh, all right then, make that the green-tight-wearing-but-thoroughly-manly-and-macho Merry Men - Robin Hood, Little John and Will Scarlett - taking on the evil might of the Sheriff of Nottingham, rescuing the fair Maid Marion then nobly and selflessly holding up stage-coaches of the avaricious rich in order to redistribute the wealth amongst the poor and needy.

Whichever way you say it, the outcome is Robin Hood: Prince of Thieves is coming soon to a Master System near you, courtesy of Virgin.

Role playing and combat are combined as you wander round Sherwood Forest, fighting, riding, exploring and picking stuff up until the sheriff is defeated, justice is done, foul play is defeated or your Master System turns into a pickled onion and throws itself out the window. More news when we get it.



JOLLY JOYPAD JAPERY

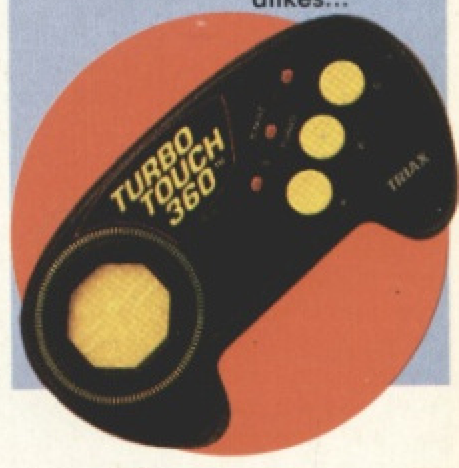
Just arriving on our shores courtesy of Hornby Hobbies is the Turbo Touch 360 touch-sensitive joypad.

Designed to help "increase scoring potential" and "eliminate blisters and 'numb thumb'". The American versions even carry a higher-scores-or-your-money-back guarantee (which sadly isn't open to UK gamers).

The pads are apparently more accurate because they register 360 degrees of contact points (hence the name).

Word is that certain software teams are currently developing software which uses the full-circular control instead of measly old eight directional!

Whether or not this catches on will depend on the quality of the software, although it could lead to some fab racing games or really great Smash TV-alikes...



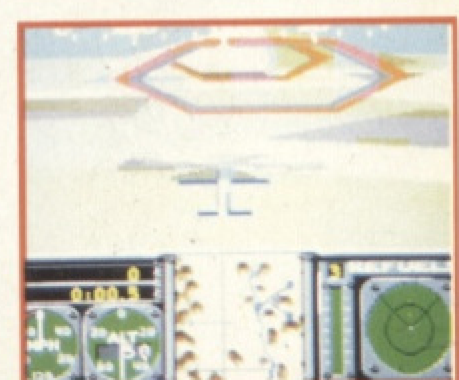
SCRATCH YER EYES OUT

Buckle up your harness and prepare for the flight - and quite possibly the fright - of your life with Steel Talons, a new helicopter flight sim from Domark. Over 12 missions, control the army's (which one we've no idea) state-of-the-art attack copter, carrying enough fire power to waste the Brazilian rain forests and a small vole called George.

Fend off enemy jets and anti-aircraft tanks, steal through aerial battlefields, mountains and canyons using your skills, wits and a lot of luck to stay alive and keep your lunch down.

The press release reckons you get the thrill of real helicopter combat, let's hope so eh? We'll fill you in a future issue.





THE GREATEST SHOW ON EARTH

If a visit to your gran's on the cards for the 4th, 5th and 6th of December let the old bag go lonely. Or if waggling your stick is on the cards then drop the idea at once because anyone who's anybody in the video games world will be heading for Birmingham's NEC as MEAN MACHINES SEGA and our sister mags CVG and NINTENDO MAGAZINE SYSTEM tie up with GamesMaster to unveil the greatest software showcase ever - the GamesMaster Live Show!

All the biggest and bestest names are going to be there showing off their latest titles, including the likes of Sega, Electronic Arts, Domark, Ocean, Nintendo, Virgin and Gremlin.

Electronic Arts will be pulling out all stops to provide the utmost in entertainment when they show off their stonking new racing game, Road Rash II which will have actual motorbikes connected to the Megadrive for superb two-player tomfoolery.

Anyone worth their salt who notches up a particularly brilliant time on one of the tracks, gets an amazing EA Road Rash II leather jacket (ooh!). And if you're a really serious addict, step into their "tattoo parlour" where punters can get their fave designs painted on.



Not to be outdone, Domark will be pushing their James Bond game and inviting all budding 007s to try their luck in the Bond shooting gallery, pose in their full size Aston Martin and, if you're really lucky, cavort with a few Bond bimbos (free Martinis are not an option though, unfortunately).

Virgin have come up trumps with aQuaser light gun area where paintballing meets up with sci-fi technology, they will also, of course, be showing off their latest wares.

For the sweet-toothed, there'll be a stack off free lollies going at the Gremlin stand to tie in with their latest Amiga game, Zool. They've also got an experimental Lotus to tinker around with, plus a 14-PLAYER interactive racing sim!

The software houses are also bringing some seriously smart challenges to the show. For instance, Gremlin are featuring a massive Mansell challenge, whilst Anco will be having a penalty shoot-out to tie in with the release of Super Kick Off.

There will be a whole heap of coin-ops to try out set at free-play and and a massive Virtual Reality display where you are invited to link up with a number of other players and let rip (also FREE).

And if this wasn't enough, Dominik Diamond will be bringing his oil rig holiday camp to the centre stage of the show, where he will be presiding over game challenges - up to four a day - and offering hints and tips from the Consoletation Zone. That great font of computer knowledge, the GamesMaster himself (Patrick Moore) will also be beamed in onto a monstrous video wall via satellite. Good eh?

Naturally the best bit will be the chance to meet and mingle with us, the MEAN MACHINES SEGA crew - Jaz 'n' Rad 'n' Rich, Paul, Gus 'n' Lucy. You can ask us questions, have a chat or even take us on for a few goodly challenges if it tickles your fancy (but don't cry when you lose miserably and extremely humiliatingly).

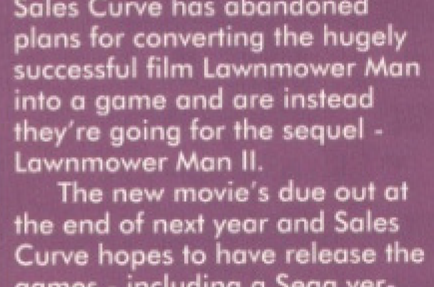
The aforementioned stuff is just a tiny fraction of what's on offer so basically, if you're into games, you can't afford to miss this stunning show.

Tickets are £6 each, but hurry as they're disappearing fast - call 021 780 4133 for more details, and we'll see you there!



GRASS ROOT GAMING

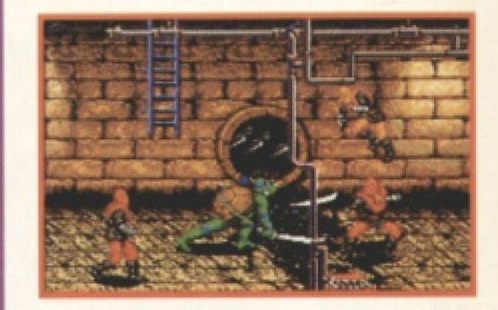




Sales Curve has abandoned plans for converting the hugely successful film Lawnmower Man into a game and are instead they're going for the sequel - Lawnmower Man II.

The new movie's due out at the end of next year and Sales Curve hopes to have release the games - including a Sega version - simultaneously.

Based on a short story by Stephen King, the science-fiction thriller, Lawnmower Man has already grossed a whopping $90,000,000. We all went to see it and thought it was fairly naff but let's hope the sequel's an improvement and the basis of a stonking good game eh?





UNFASHIONABLE HAS-BEENS RETURN

Look who's coming to the Megadrive! It's those rather sad "heroes", the Teenage Mutant Hero Turtles! Well, the good news is that the Megadrive Turtles game (based rather loosely on the coin-op and Super NES versions - but with a new scenario) is looking pretty good, with very decent graphics and beat 'em up gameplay. The game should be out in Japan during thenext couple of months. We'll bring you the full review as soon as possible.



HOLD THE FRONT PAGE

Extra! Extra! Read all about it! Domark let loose lethal Paperboy on innocent Sega owners for the second time.

Roughly translated means Paperboy 2 is coming out on the Megadrive with a whole heap of improvements on the original including the option to play as a girl instead, three directional riding, bigger and brighter graphics and best of all, a chance to smash a few windows and flowerpots to rack off the non subscribers.

Then there's always a few grannies, muggers, lawnmowers and tricycles to bash and a grim assault course to negotiate if you get bored. Out in February, we'll bring you the latest as soon as we get it.







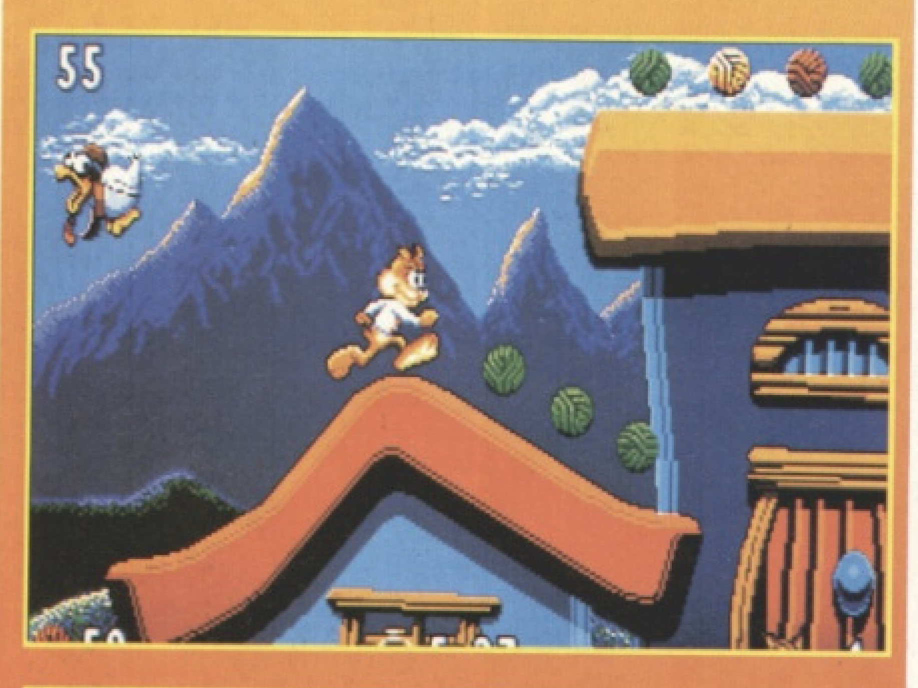
LETTING THE CAT OUT OF THE BAG

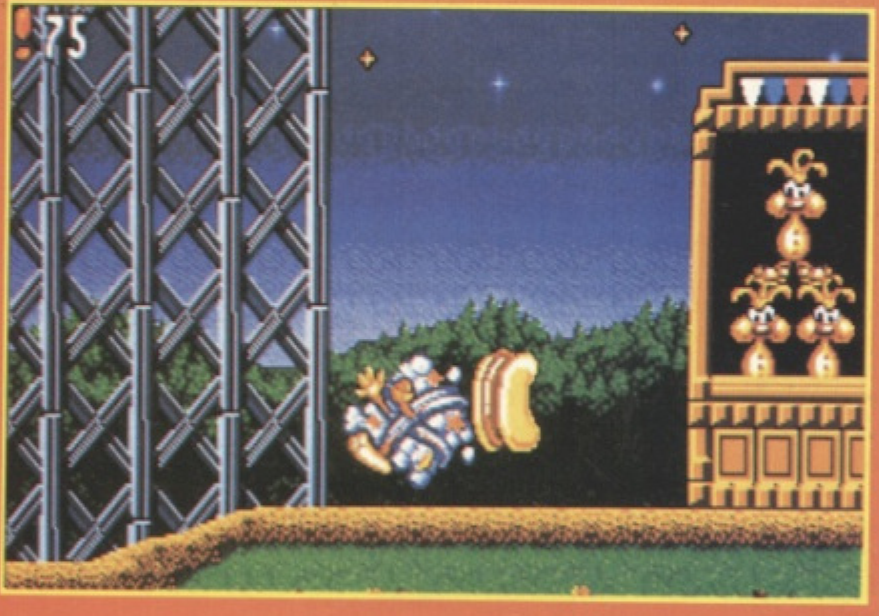
As you all know, Ballistic is back in business after winning the first round of it's mega court battle against Sega. Now it's no holds barred with Universal Soldier already shooting onto the shelves (see reviews) soon to be followed by what's already looking quite a tasty Megadrive platform bash — Bubsy the Bobcat in Claws Encounters of the Furred Kind (groan).

Bubsy is a cool cat with a mission. The world is in turmoil, invaded by the evil Woolies who (gasp, horror, etc) are plundering the Earth's precious supply of yarnballs to power the high fibre plasma engines on their planet Rayon.

As Bubsy, wander round five huge worlds avoiding rocks, eggs, manhole covers, cheese wheels... the list is endless, until you meet up with a dreaded Woolie when it's scratch your eyes time.

Ballistic reckon Bubsy is one of the first animated video game characters to actually speak. Sounds interesting stuff — full update when we get it.





MORE MEGADRIVE MAYHEM!

Do you remember Marion, Billy Lee's girlie? She's got to be the biggest girl's blouse ever. This is the bimbo who gets herself kidnapped in Double Dragon I, kidnapped and killed no less in Double Dragon II.

And lo and behold, in this third chapter having being magically resurrected (how or why we haven't a clue), what does she do? Yup, you've guessed, she gets bleeding kidnapped again! It's up to Billy to yet again haul ass and rescue her — ditch her Billy, this girl's trouble!

This Megadrive offering from Acclaim, follows the antics of Billy and his bovver bruvver Jimmy in a round the world quest for the elusive Rosetta Stone. When secured it can be swapped for Marion's freedom and Billy can then knock her block off for being so dippy.

Needless to say, the task isn't easy. There's beat 'em up action galore, helped by your mate Hiruko the soothsayer, as you journey from one exotic landscape after another fighting to the death with all you meet.

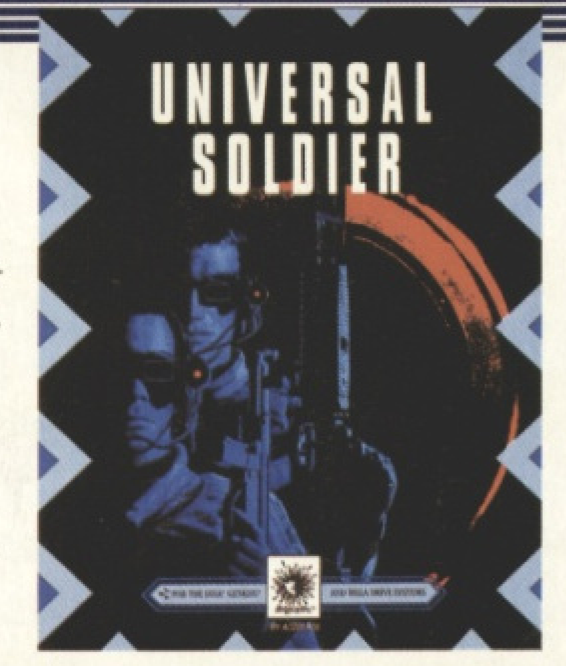
Over five perilous levels, use your martial arts skills - one armed headbutts and locking head squeezes and the like - or bring out those nunchukas, grenades, knuckle dusters and swords to waste those suckers!

Out in January, Double Dragon III is so far looking pretty tasty but we'll bring you the full eyeball with our review in a future issue of MEAN MACHINES SEGA.





Turn the box office smash into living room carnage.

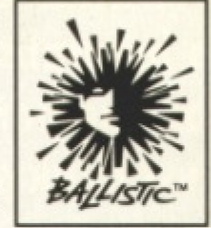


You've seen the devastation, now experience it for yourself. This is Accolade's latest blockbuster – the game that lets you step inside the deadliest boots on earth.

Universal Soldier™ – he's armed, he's dangerous, he's unstoppable. Load up the cartridge, and he's you! Based on the film, you are brought back to life having been mercilessly cut down by your own demented sergeant. This time though you've been re-built with more power and more skill. In short you are the ultimate fighting machine who's out for revenge.

But in this war you're not alone. There are other universal soldiers who you'll have to fight in order to survive. You'll also come up against powerful hi-tech military hardware and natural predators that'll hunt you down. Advance across eleven gruelling levels armed to the teeth with scatter weapons and laser whips. Megablast your way to the mother of all battles - the final conflict with the man who ended your past life. Your chance to put him in his place (six feet under).

Universal Soldier.™ Makes Rambo look like Dumbo.



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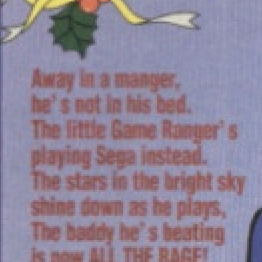
WIN A WAD OF WONDERS!

Christmas is coming and Ballistic is back
From a sad Segaless wilderness
Court battles are such cack
To celebrate here's a video, a TV, games as well
And if you don't like it, just go straight to hell!

Yup folks, after winning the first round in the court fight with Sega, Ballistic are back in business with a vengeance and they're wasting no time in churning out a whole heap of Sega titles.
Since they're feeling fairly cock-a-hoop (hmm, sounds interesting) and full of themselves (sound obscene!) they're splashing out on a mega MEAN MACHINES Chrimbo Compo.
Up for grabs for the first prize are a stonking portable television and video - just think of the luxury of having these in your bedroom, watching what you want to watch and being able to tell everybody else to go forth a multiply if they try and argue.
And also onto a ruddy good thing will be the five runners-up who can each pick up five Ballistic Megadrive offerings - Test Drive 2, Universal Solidier, Super Off Road, Double Dragon and the spanking new Universal Soldier. Can't be bad eh?

All you have to do to scoop one of these wondrous prizes is answer three easy peasy questions, slap your answers and your name and address on a postcard and send them to the: I'M RAVING MAD AND GOING QUITE BALLISTIC COMPO, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.
Get your entries in by 31 January, when we'll be "pulling" the winning entry!

1. Who played Luc Devereux in the recent movie Universal Soldier?
2. Which character did Dolph Lundgren play in the same film?





Away in a manger,
he's not in his bed.
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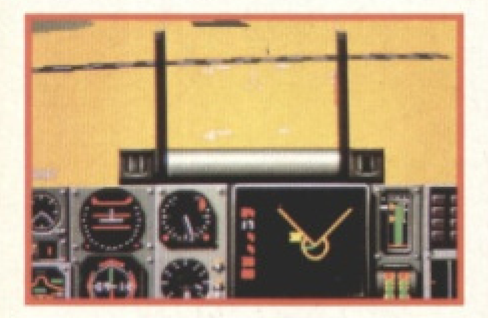
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DO UP YOUR FLY









They fly through the air with the greatest of ease those magnificent men and their... MIG-29 Fulcrums?! Well they do if they're aboard the spanking new Megadrive flight sim from Domark.

And soon you too can reach for the skies and bomb innocent bystanders in the Mig 29 - the most advanced fighting force in the Soviet Union (or Commonwealth of Independent States as it's now known since old birthmark features copped out and that drunken old sop Yeltsin took over).

Equipped with cannons, air-to-air and air-to-ground missiles, your mission's to work out strategic campaigns taking you to secret locations all over the world. You must keep your wits about you as lightning changes in events threaten the success of your mission - and your life.

Due out in April, Mig 29 is looking like interesting stuff but find out more in future bulletins in MEAN MACHINES SEGA.

POWERMONGERING ON THE MEGADRIVE

One of the biggest selling Amiga games ever produced is Electronic Arts' Powermonger. Designed by Bullfrog (the people behind Populous), it's widely regarded as the ultimate God game, featuring stunning graphics and captivating gameplay. Well, the good news is that Electronic Arts have commissioned a Megadrive version of the game and it's almost complete!

The game casts you as one of four captains who have landed on a mysterious series of islands. Your objective is to set up camp, build up your population, create some farming communities and then mass an army to destroy any other people who have decided to live on this island.

The action is depicted with stunning fully rotational 3D fractal graphics and boasts numerous brilliant effects. You can watch the whole in-game year, each with their own seasonal weather patterns! The game also features levels of detail second-to-none. Point and click at any character in the game (out of hundreds) and you can get a detailed life-story (almost!). Powermonger also features brilliant sampled sound - even the sheep make noises!

Brilliant stuff! Well, the good news is that Powermonger is finished and ready to ship. In fact, it should be in the shops now. We didn't quite get the game in time for review this time, but we'll give you the definitive lowdown in the very next issue of this esteemed organ!





ROLO TO THE R

Take a look at these stunning screens from Electronic Arts' fabulous new Megadrive game, Rolo to the Rescue! As you can tell from the screenshots, it's a platform game boasting superlative sprites and top-notch backdrops.

the story behind the game is rather bizarre. You ARE the eponymous Rolo, a rather cute-looking elephant who's feeling exceptionally lonely since the vicious kidnapping of his all his animal chums. This spurs him into action, traversing platform levels, finding keys and using them to unlock the cages of his animal pals. Once they've been released, they team up with Rolo, using all of their uncanny talents to aid the chubby elephant in his quest. Good eh?

Rolo to the Rescue is the latest EA game



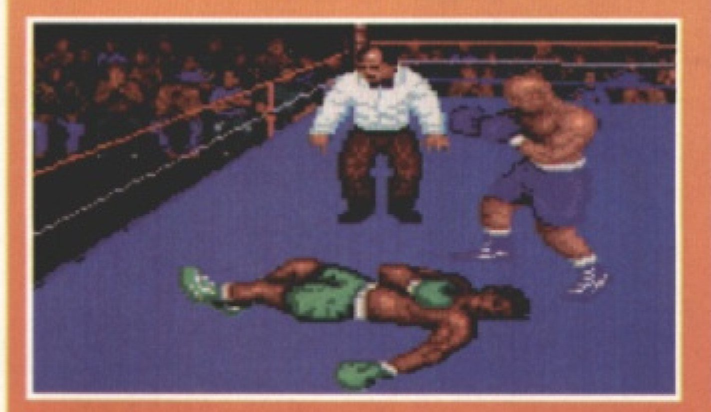
IT'S A KNOCK-OUT!



Float like a brick, sting like a constipated wasp... or whatever. Regardless, Muhammed Ali Heavyweight Boxing has punched its way onto the Megadrive courtesy of Virgin Games.

Fill those famous gloves and pack those punches against a stack of fiercesome contenders with vaguely familiar names like Bruno Franco(?!). Out in April, the game features a 360 degree revolving ring so you can see the action from any angle while still bashing seven shades out of your opponent in a corner. There's tournament or exhibition mode, arcade or simulation, digitised sound and adjustable round lengths.

Programmed by Park Place (responsible for the brilliant John Madden and NHLPA Hockey series of games), this looks like being the definitive boxing simulation. Look out for the full preview in next month's issue of MEAN MACHINES SEGA!





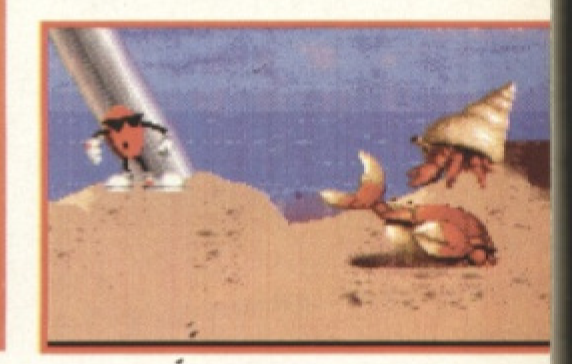
PIMPLE POWER

You'd think a zit would be the last thing anybody would choose for the hero of a Megadrive game but Virgin have done it with a very squeezable creation - Spot The Cool Dude.

Programmed by Dave Perry the maker of Terminator and Mick And Mack, Spot must ooze through nine levels of platform horror (oh no! Not the Biactol!) blasting assorted baddies with bubbles and keeping himself out of trouble.

So far this is looking like a little beaut but we'll squirt more info out when we get it.

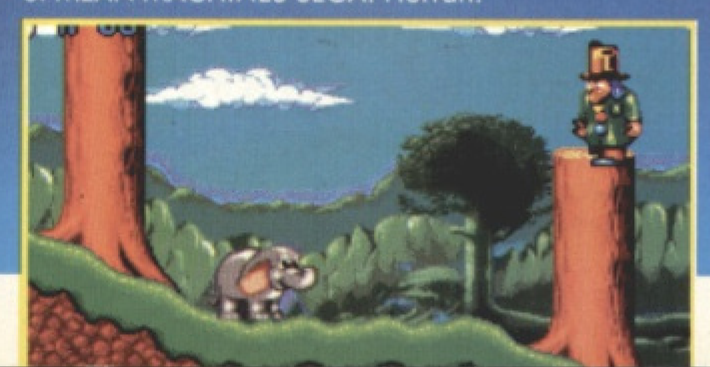




RESCUE!

designed and programmed by the coders of James Pond, Robocod and the Aquatic Games! What's more, it looks like being one of their best products to date, with super-smooth scrolling and quite original gameplay.

The game is being released in January and we'll be bringing you the full review in the very next issue of MEAN MACHINES SEGA! Hurrah!











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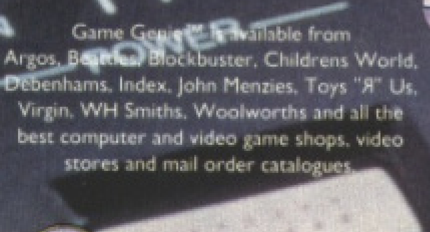
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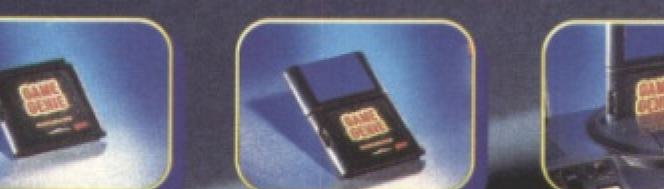
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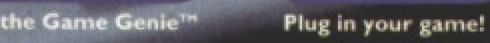
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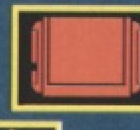
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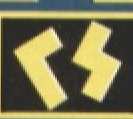
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REVIEW









PRICE	39.99
BY	SEGA
RELEASE	DECEMBER

OPTIONS

ONTROL:1 JOYPAD
GAME DIFFICULTY:HARD
CONTINUES:PASSWORD
SKILL LEVELS:1
RESPONSIVENESS:SUPERB

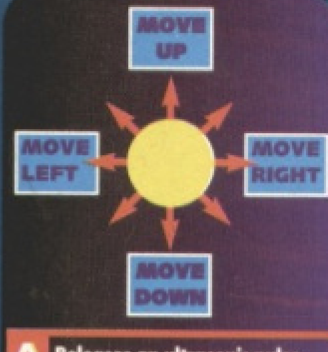
1ST DAY SCORE

LEVEL 4

ORIGIN

Ecco is a totally original concept in exploration games.The gameplay ever so slightly resembles an ancient game called Scuba Diver.

HOW TO CONTROL



A Releases an ultrasonic pulse.

B Launches Ecco forward with a charge attack.

C Swim speedily.

S Pause.

HOW TO PLAY

Guide Ecco through the reef levels, finding clues, solving puzzles and avoiding predators. The aim is to relocate the Pod.

ECCO THE DOLP

Go deeper. Beyond the shallow sounds where the pleasure boats drift, through the rocky inlets where only the sea-birds wheel and nest. There Ecco and his dolphin relatives live in a harmony unknown to humans. These gentle creatures, once thought to be sea-living men, speak in their mysterious way and live in the blue depths we cannot see.

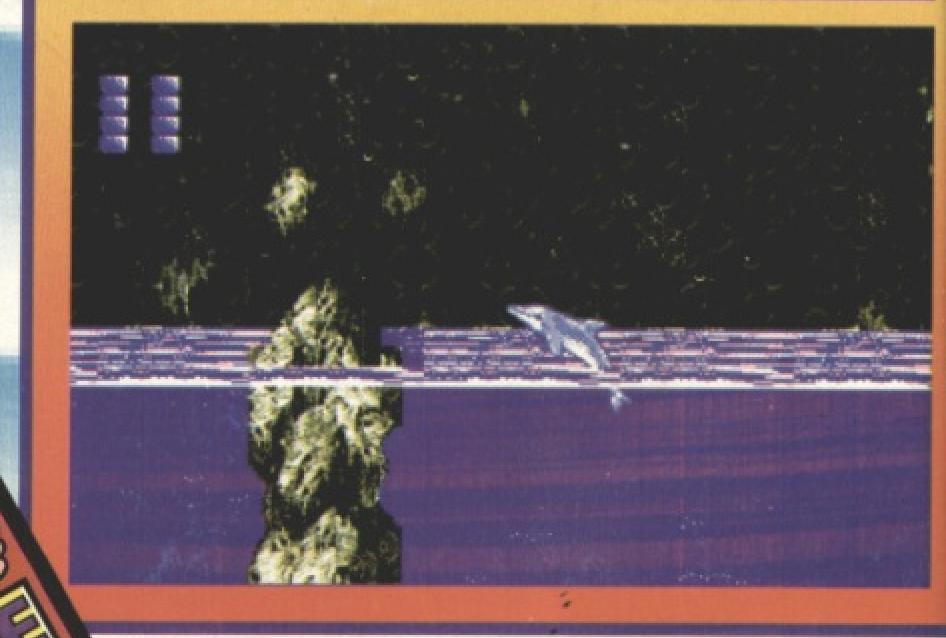
Until one strange day, when the sky turned blood red and a storm descended that took Ecco's friends away. Like a giant hand it grabbed the dolphins and whisked them out of Ecco's sight, over rocks and islands. Alone now, he is driven to find his family, however far he may have to travel, whatever challenges he must face, because loneliness is a disease to dolphins; the only threat they face that is more dangerous than us!

MEGA GAME



▲ *Nudge the shell to unravel its mystery.*

HEAVY BREATHING



ECCO'S SOUND



CO
PHIN

Ecco prefers the taste of clean air to salty water, so keeping him gassed up is a pressing necessity. When you start out, breathing is not much of a problem because Ecco is near the surface. As the levels get more complex, and stretch to greater depths, there is no way for Ecco to keep returning to the open air to fill his lungs. It is lucky then, that pockets of air exist in the rock inlets. Ecco's lungs are filled there in two ways. A leap fills them instantly, or in confined spaces poking one's blow-hole out of the water is enough. These important air-pockets are displayed as bubbles on Ecco's sonar map.

Ecco produces lots of high-pitched clicks and whistles which allow him to communicate with other dolphins. For the purposes of the game, we see these as a sonic ray emanating from Ecco's nose. If this pulse hits another dolphin it responds with a message of its own. Some of these are plain baffling, like "The marks on your nose are like the stars in the sky". Other less spaced-out dolphins are more sensible in their communications, like "Would you please save my babies. Now !". Speaking to dolphins and killer whales is an integral part of the game.

NOOKS, CRANNIES AND SUCTION CURRENTS

Ecco is split into 27, increasingly complex, undersea levels. Much of the game challenge is provided by the rocky environment of the reef. As the depth increases the space for Ecco to manoeuvre in becomes very limited. Sometimes the ocean geography plays a part in solving the puzzles. Here are some features to expect.

CURRENTS



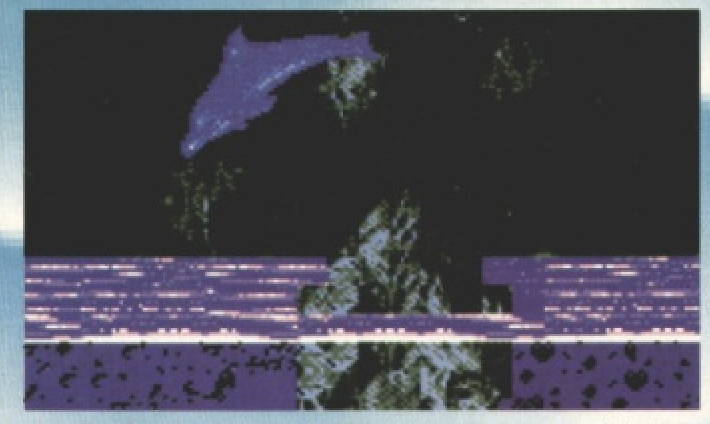
Strong currents run up from deep fissures in the sea floor. These lead to new caverns, but the currents are too strong to swim against. Manipulating objects is the only way to succeed here.

CAVERNS



Caverns are found many fathoms down in the intertwining rock complexes. A common feature here is some other trapped Dolphin that has lost its way. If you rescue these strays you may be rewarded with extra powers when it is re-united with its pod.

ISLANDS



Various lagoons in Ecco's world are separated by rocky outcrops. This forces Ecco to make dolphin leaps over these small islands.

CORALS



At the narrowest points of the reef, where Ecco must squeeze through, you usually find some sharp corals which make the passing area even narrower. corals are a hazardous feature almost anywhere on the reef.

COMMENT

A game about a dolphin might sound a bit daft, but prepare to be dazzled: Ecco is nothing short of sensational! The graphics are out of this world - Ecco himself himself is superbly animated as he explores the depths and the nigh on photographic parallax scrolling backdrops look gorgeous. The other fish sprites are of similar quality, and the overall effect is simply stunning: Ecco is surely the best looking Megadrive game I've yet seen. Enhancing the atmosphere (if that's the right word for an underwater game) are a series of fabulous soundtracks and great effects. Fortunately the game's designers haven't spent all their time on the cosmetics - the gameplay is thoroughly enjoyable and highly addictive. The difficulty level is beautifully balanced; you're drawn into the game with a large, but fairly safe first level where you can learn the skills and tricks of dolphin aquabatics, but from then on this game is tough - and with 27 levels to conquer it's not a game that'll be completed overnight by any stretch of the imagination. It's easy to pile on the superlatives when talking about this game, but it really is that good and gets the vote as my favourite game of 1992! Move over Sonic - make way for Ecco!



So fast, Ecco's a bottle-nosed bullet.



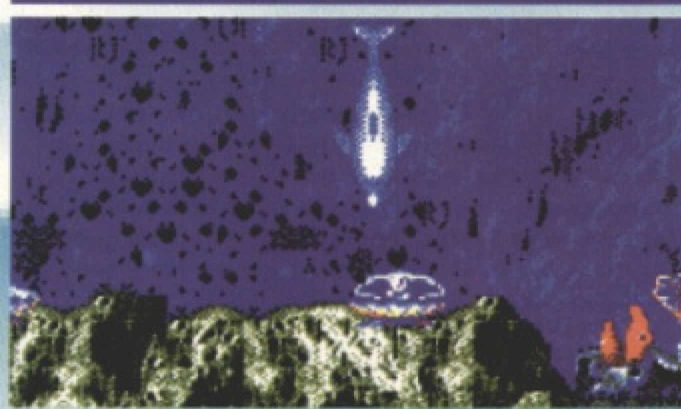
MYSTERY OF THE GLYPH

A new feature of Ecco's post-catastrophic world are the strange rotating crystals, known as Glyphs. Glyphs stand at strategic points in each level, and experimentation reveals their two vital purposes. Firstly, Glyphs being ancient and all that, contain a vast store of the ocean's knowledge and provide clues on demand. Communicate with them as you would other creatures. Secondly, some Glyphs work as a lock and key combination: Glyphs that do not allow you to pass are blown away by receiving the 'power' of another Glyph on the level. Quite why this works, and why the Glyphs are there is part of the mystery of the deep...





PISCINE PATROL



Part of the oceanic life-cycle are the shoals of brightly coloured fish that swim around the reefs. These provide Ecco with an important snack source when his energy is low. Another secret source of food energy comes through interaction with the clams. Hover over a clam and gently nudge it with a sonar beam. The result should be a health-giving pearl. However, learn the position of the clams, because some release poisoned pearls that do more harm than good.

FLEX

Ecco is an incredibly agile creature. Controlling him well is an integral part of the game in itself. Initially he may not do what you want him to, but persevere and he's soon arcing out of the water, and even turning somersaults. When underwater, Ecco defends himself by charging into his enemies nose-first. This attack is usually enough to kill or stun most creatures, or help Ecco escape from a tricky situation. Learning to control Ecco's speed is also productive. He travels quite speedily under normal conditions, but needs to speed up to leap out of the water or avoid strong currents. Travelling slowly also has a purpose: to negotiate narrow spaces, or sneak past big predators.



COMMENT

Welcome a fresh and wholly original concept in console games. Ecco is by far the most impressive Megadrive game I have seen this year, and for a whole bucketful of reasons. Firstly the presentation is superb - and tailored to suit the player - a well explained manual, a good password system, and a carefully graded difficulty level that familiarises you with the control \method, before engaging the brain. But your intellect is rapidly exercised with some clever and logical puzzles. The fantastic, unique control method means that play involves designing a solution to a problem, and then trying to actually execute it! The graphics are truly wonderful in all aspects - so polished, you really become entranced by the realistic undersea world. The animation is just...unprecedented. Sound is a fantastic mix of atmospheric wispy or thumping tunes, and real Whale and Dolphin song. Pardon me, in an effort to document the game I've not shown my enthusiasm enough: Ecco is UTTERLY STUPENDOUS!



ECOSYSTEM

he reef is home to a multitude of species, all involved in the cut-throat struggle for survival. Ecco is lucky enough to be far up the food chain - there's not much that's big enough to eat him. But this doesn't mean that dangers do not exist present for our bottle-nosed chum. The following foes make less than welcome contributions to Ecco's well-being.

JELLYFISH



This simple animal drifts in large shoals, which often prove hazardous to pass. Individually they don't inflict much damage, but many might sting Ecco to death!

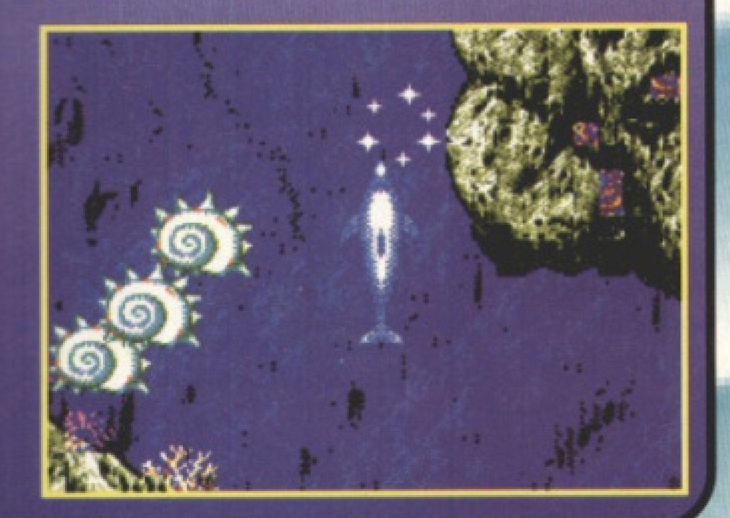
PUFFER FISH



A strange, spiny fish which inflates its body when threatened, thrusting out poisonous quills. These tend to congregate in dark areas of the reef and take exception to Ecco's presence. Luckily they are defenceless against a charge attack.

THOSE PECS







▲ *Dolphins defend themselves with a bum's rush.*

ECCO-ING

Dolphin sight is very sharp, but in deeper water they rely more on the mapping abilities of their echo-sound. The principle is simple: send out a sonic pulse and wait for it to return (hold down the A button). When the pulse bounces back off an object it provides an impression of Ecco's surroundings. The real-life process is a bit of a mystery to us, but in the game the result is fully-comprehensive map with all the rock formations in the vicinity displayed. Every other creature is also shown along with movable objects.



COMMENT

I'm stunned by the sheer excellence of Ecco. In fact, every single aspect that makes a game superb has made it into this game. Graphically, the game is unsurpassed. The depiction of the underwater environment is brilliant, incorporating everything, right down to the last Star Fish. The animation is super-smooth as well, and the control method literally perfect. The sound is brilliant too, with superb Orb-style ambient soundtracks. But it's the playability that counts and Ecco more than delivers. There are 27 massive levels and it took Gus and I five hours' solid play just to get through four levels - brilliant! What's more, the size of the map and the complexity of the puzzles increase with every level. Level five just had us stumped for ages! The puzzles themselves are brilliant too, be it using snails to knock down wall or slipstreaming behind rocks to avoid violent currents! Perhaps the thing that really astounds me about Ecco is that the game is ORIGINAL. It's not *another* platform game or a shoot 'em up or anything like that - it's new! Sonic the Hedgehog II was polished and brilliant, but it was derivative. Go for Ecco, it's just as amazing but original too and that counts a lot in my books these days.



SEA SNAIL



A harmless creature,this pointy-shelled mollusc has a particular habit of absorbing rock.

STAR FISH



Dolphins have been observed playing with star fish, and Ecco has the power to manipulate their direction with his sonar pulse. They arrange themselves in floating spirals in the deepest crevasses.

REVIEW



OCTOPUS

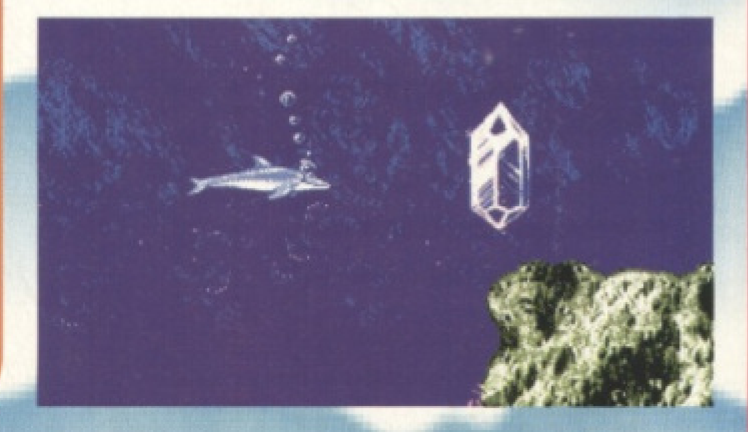


Monster of monsters, eight legged octo hangs around narrow gaps in the reef, waiting to catch any prey with its tentacles. It tracks potential prey by movement sensing.

SEA-WORM



A most sinister life-form, the worm floats lifelessly waiting for passing prey. Then it leaps and clings on with its hooked jaws. It is treacherously difficult to shake off.



SHARK



There are loads of shark varieties - but let's face it - most of them are bad news. Such is the case in Ecco, these sharks would savage our poor dolphin in a trice. However, Ecco knows that a brave attack and a confusing sonar blast should see him through.

KILLER WHALE



A peaceful relative of the dolphin clan, the killer whale is less likely to use his sharp teeth than his considerable brain, and give you the benefit of his knowledge.

PRESENTATION

90

▲Services the game perfectly with a good manual, easy password system, and a pleasant demo.

GRAPHICS

95

▲Astounding Dolphin animation, and the background graphics are a work of art.

SOUND

93

▲Wonderful echoing Dolphin song accompanies the music score that is just right.

PLAYABILITY

97

▲An instant hook, due to the unique control method and the game's attractiveness. The strong storyline, and gentle first levels are also positive factors.

LASTABILITY

96

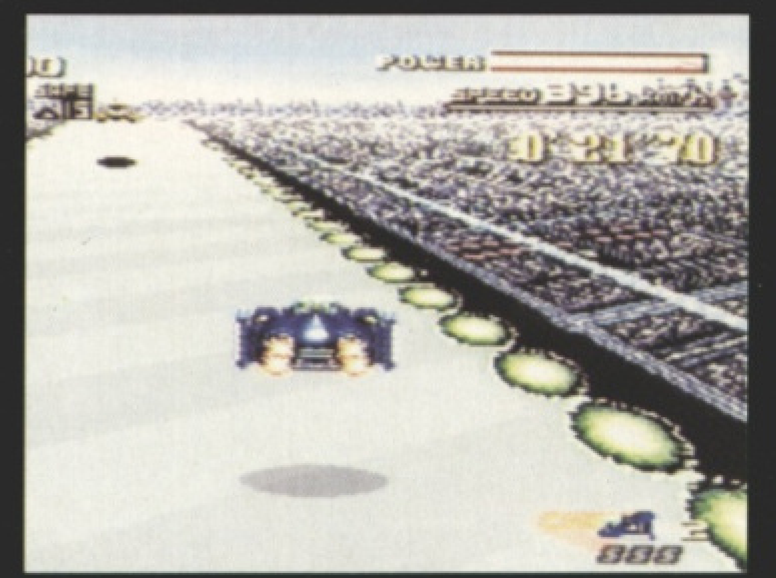
▲The intensity doesn't diminish, because every second of Ecco is fun, and thankfully the game isn't a pushover with 27 enormous levels.

OVERALL

97

A Megadrive classic without doubt, and a strong contender for best game ever! A unique underwater experience for those tired of unoriginal pap.













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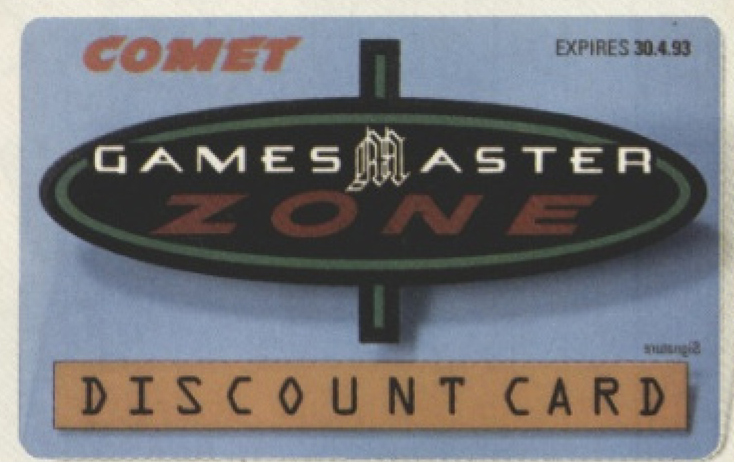
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COMET

YOU KNOW WHERE TO COME.



MEAN YOB

Christmas time is soon upon us. A time for merriment and deep thinking. Like, why is it that Roxette lyrics are so crap? Have you heard "How do you do"? They must have been composed on a Sunshine bus. Still, on we go with YOB's letters. If you've got anything to say, or have pictures and so on, write off to: MILK BUTTER EGGS CHEESE EAT THE LOT AND BLOW A BREEZE MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

MAT THE WEIRD

Dear YOB
I am yet another Master System owner and am deeply ashamed. Everywhere I go I am scoffed and laughed at because I own a Master System and six games. I would like to buy a new system but on my crummy allowance ($5 a week for jobs) it just seems impossible. All my other friends get at least $20, and instead of selling their old systems they just throw them away!

I like some of my Master System games - like Bubble Bobble, Spy vs Spy, and Wonderboy in Monsterland, but there are no new releases to compete with Nintendo or Megadrive stuff. Please could you take pity on us poor little Master System owners and tell us some news that will burn the pants off our 16-bit competitors (or give me some dosh).
Matthew Reid, Narrabri, NSW, Australia

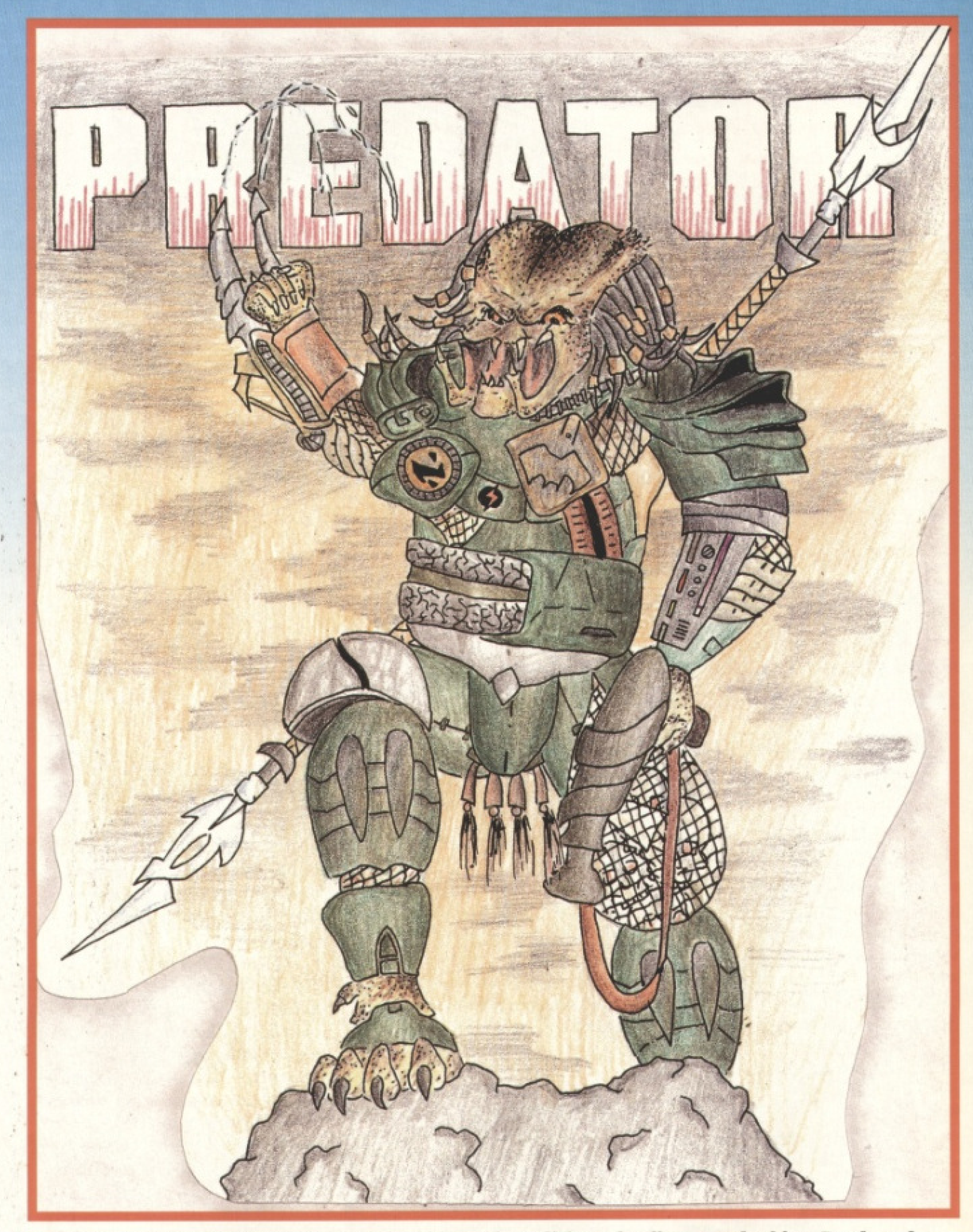
YOB:Did you know your name is an anagram of Mat the Weird? Spooky, eh? Especially as you are just that. Well, you've really got two choices: throw yourself into the local billabong or comfort yourself by having a good play with your digeri-doo.

WRONGOLA

Dear YOB
I wish to highlight a few differences of opinion between yourselves and your rival mag 'Sega Power'. You say that the game Gynoug is utterly brilliant and should be added to our game collection immediately, yet Sega Power says that the game is "samey, tedious and a pain in the backside". Now, as a matter of fact I do have a copy of Gynoug and can assure you that your review is far nearer the truth than that of Sega Power's.

After reading your review of Mercs several months ago I have been meaning to invest in this alleged great game, yet when I looked in the back of Sega Power recently they said that Mercs "really was a bag of tosh", and the control system ruined the game completely. This, needless to say, left me a mite confused. Sega Power say that Test Drive 2 is a "thrilling 3D game", looking back you said it had "crappy graphics, nauseating sound, ropey collision detection and awkward controls".

The point of this letter is that it is hard to understand why professional reviewers like yourselves disagree so hugely on certain games. Having said all this, after buying games on the strength of your particular reviews, I must congratulate you and your reviewers on the production of a virtually perfect magazine.
Colin Morris, Old Trafford
YOB:Well, like you say yourself - we get it right and they get it wrong. I mean, like the letter that was printed in their limp organ last month that said that we gave Champions of Europe a great rating. Doh! We never even reviewed it. Double doh!



We have Oliver Jeavons to thank for this cool rendition of a fiersome looking Predator!

with a side salad.

RAMPAGE OUTRAGE

Dear YOB
I am cheesed off about how crap arcade conversions can be. My second favourite game is Rampage, and I had to get a Master System Convertor just to play it. I was horrified! Crap graphics, naff sound, and it was easy to complete. The monsters expressions did not even change. I am sure other people feel the same way about their favourite games. I am not just saying Rampage in particular, but lot's of other games as well. By the way, your mag is megafab! I have not missed an issue yet.
Matthew Harding, Cambridge
YOB:Sadness! What a waste of dosh. You should have rented out a monkey suit, constructed a couple of buildings out of cardboard boxes and sticky tape, bought a couple of packets of plastic toy soldiers and played out your strange fantasies for real.

UNHAPPY? YOU BET!

Dear YOB, Mean Esquire
With reference to your Sega preview video - what a brilliant idea! This must be the future for game

▲ ***Geoffski De'arthski's stunning, yet strange, tale of the day Sonic discovered Tails' astoundingpowers of ESP. Er...Gumph!***

reviewing, where the reader can see for himself how the game looks and sounds, and get a rough idea of its playability too. It solves the problem of that idiot who thought of having a demo cart on the front, as it only costs a fraction of what that would have costs.

I read the first YOB in MEAN MACHINES SEGA and laughed out loud at the boy who was complaining about the letters complaining about 'versus' letters, and laughed even louder at they boy who waved four tenners in the salesman's face and told him he wasn't going to spend them there. Please YOB, print more letters.

Is Jaz a Shamen fan? Considering the headings in Q+A in ish 1, and the one called 'Totally outrageous mate', he would have to have the Ebeneezer Goode CD, because the phrase only appears on one version of the song, which in itself appears on the CD. I know because I bought it too. Mystic! Why did Jaz look such a grump on 'You Bet!' ?

Wet Boy K, Crewe, Cheshire

YOB:I think that Jaz looked like he did on You Bet because he'd spent all day laughing so much at Matthew Kelly's cavalcade of hilarious gags and zany knockabout comedy that he'd a) split his sides laughing and was carrying 25 stitches in his midriff b) done one in his pants at the sheer hilarity of it all, so he was a bit miserable at having to walk sideways all the time - and his thighs were chafing a bit too c) dislocated his lower jaw during the riotous masterpiece that was the "escape from the box" routine d) was suffering from oxygen starvation due to protracted laughing and e) was in full awe of the veritable hilarity meister that was stood before him. His version of the story says "how can you look happy on such a sad show". But I think he's lying. By the way, he admits to being a Shamen fan, as indeed does Rich-e-boy.



▲ ***The truth is out! Andrew Fray IS Gary Harrod's Peeping Tom!!***



SADNESS MAN

Dear Emperor, farting, sad case YOB

Looking through the first edition of MEAN MACHINES SEGA, I noticed an advert for a rugby game (which should be out on every console, 'cos it's a bloody excellent sport). Do you know which console it's going to be out on, because I'm a Megadrive owner, and I'm absolutely brilliant at every game there is, and I could beat that bloke on the 'Sibo

[sic] razor cut' with my hands tied behind my back blindfolded, so neh, neh, neh...

Anyway, I think the new mag is great, but please answer my question (and insult me if you dare!).

Dot, The playbus, The Dot Stop

YOB:You only want to play a rugby game so you can fantasise about groping lots of fat, sweaty men. Did you know that your real name is an anagram of I'm totally crap.

SADNESS MAN II

Dear YOB

Every month I turn the pages of your marvellous mag and I always take the time to stop and read your section. I notice the way you are criticising some poor bugger who took the time to write to you and say exactly what he thinks. Not meaning to sound rude or anything, but I know a lot of people who have better things to do with their life than sitting behind a desk pushing pens. Why don't you do something with your life, try going to deepest darkest Africa and sweating it out with a band of Pygmies? Better still, get a life man.

Liam McLaughlin, Melbourne, Australia

YOB:Who's the sad, spineless, simpering spongola? Me, who sits here getting paid a load of money for having a good laugh playing games all day, or you, who's got nothing better to do than spend good money sending a completely worthless letter half way around the world only to be ridiculed by my infinitely superior intellect. Get a life, man.



▲ ***What an outstanding talent Tom Percival is readers!***

IT'S BAD

Dear MEAN YOB

I have to laugh, no not at you, but 'Bad Influence'. I was really looking forward to the new computer and console show on ITV, so I sat down to half an hour of pure tedium gaming.

No.1: The tips corner was a joke. First the level select for Sonic - Jesus! It's so common that it should be begging on the streets.

No.2: It reviewed a number of things with kids - not like GamesMaster with expert magazine reviewers. One kid just said "It's good". Next game - "It's good". Oh dear! No percentage rating either, Doh!

No.3: The female presenter Violet didn't have a clue.

No.4: There were no celebrities.

No.5: The virtual reality section was boring and has been done before.

No.6: The Sonic 2 exclusive - as shown before on your own exclusive video.

I'm just saying it's been thrown together.

Christian Stevens, Swinton, Manchester

YOB:As a great man once said. Influence? No! Bad? Yes!

TIMES SHOULD CHANGE

Dear YOB

That's it then, we're all going to die!

You may be aware that the leading feature in the Sunday Times magazine (1/11/92) was about the war between Sega and Nintendo to corner the video game market. However, the article did not merely confine itself to matters economic. It also referred to the 'questionable' influence of computer games on children, quoting phrases such as 'kiddie cocaine', and telling heartwarming anecdotes such as the one about the boy in America who shot the girl next door because he was banned from using their Nintendo.

The self-appointed guardians of public morals are going to turn their attentions to video games, and they are not going to do you any favours. The 'moral majority' are going to argue that video games encourage violence and that children are becoming addicted to games they think are more real than reality itself. So it's up to you to convince people that this isn't true, because If they win you can kiss goodbye to Sonic, Mario, and Streetfighter 2.

Paul Kelly, Douglas, Isle of Man

YOB:It was a very unbalanced, sensationalist, scaremongering article aimed directly at its readers - sad, middle-aged farties who suffer severe technofear. The silly thing is that 30 years ago, exactly the same thing was being said about "evil rock and roll music". Now it's videogames. Over the last 15 years, millions upon millions of people have played videogames without any ill effects. Indeed, the US Government recently spent several hundred thousand pounds on doing in-depth research into videogaming, and the result - and it wasn't an answer they particularly wanted - was that



▲ ***Listen Philip McBride! Rad isn't yellow and when was the last time you saw Jaz smile, eh?***

video games have no detrimental effect on players whatsoever.

SADNESS MAN III

Dear YOB
I have got a Megadrive and a SNES and I am bloody sick of them. When I play Sonic the Hedgehog he really cheeses me off. I mean, what a dumb name. I think PacMan on the IBM is more fun. And YOB, why do you think you're mean when you're not - you're just a total prat! I mean, why don't you head your mags as 'Crap Machines'. And If you think you're funny think again. And I can recommend a great doctor.
PS Wonderdog is about as funky as the Red Hot Chili Peppers, and the mag has as much style as Gazza.
James Ward, Scumsville
YOB:The trouble with getting letters like these is either I ignore them, which is really what they deserve because they're so totally, mind-numbingly crap. Or I print them and pour scorn on the sad, brainless author, which is about as hard as winning a 100 Yards Right Foot Hopping Contest against Christy Brown.

POWER TO THE PEOPLE

Dear YOB
Regarding last month's letter about American Game Gear's without AC adaptors. I had the same problem, and I rang up SEGA. They also told me to go to Tandy or Maplin. I tried both and no luck! SEGA were wrong, shock horror.
The only way you can get an AC adaptor for an American Game Gear is by purchasing one in the US when you buy the Game Gear and then taking it to an electricians. They will disconnect it and resolder the Game Gear end to an English plug - hey Presto!
Martin Buckley, Sheffield, South Yorks
YOB:Well, so there you go. Hurrah!



▲ ***Scoop! Scoop! Lucy Hickman is HARDCORE WOMAN! We know because Adam Finch told us.***



PRO - MASTER

The COMPLETE Player's Guides

SERIES EDITOR
IAN LIVINGSTONE

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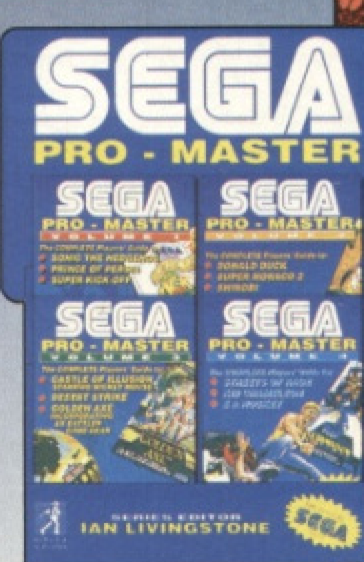
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What with us running a highscore table and all, we thought it was high time we ran a Highscore Challenge which let you megaplaying readers challenge one of our baboon-like reviewers. To kick off this new feature we thought we'd get all the MEAN MACHINES guys (and token gal) together to battle it out on the most successful arcade game of all time: Streetfighter II. And what better character to compere the event - and he'll be our regular Challenge MC from now on - than YOB. His subtle blend of gentle humour, witty repartee and eagle-eyed observation is ideal to bring the hurly-burly of the veritable videogaming gladitorial arena that is the Challenge Chamber to your very own living room. Now get ready to smell the blood, snot and cheers. Take it away YOB...



MEAN MACHINES CH

THE RULES, THE PLAYERS, THE WHINGES

Rather than have each of the MEAN MACHINES apes (and mother gibbon) picking their favourite character, I thought I'd spice up this event by putting the names of each Streetfighter II character onto a little piece of paper and getting the participants to draw them from a stained, large brown mail sack. This would a) give the most disabled of Streetfighter II players a chance - and we've got a veritable Sunshine Busfull of them here - and b) give them something to whinge about. And whinge they did. Here are the whingers and the characters they picked:



JULIAN RIGNALL
Big Head, Joint Challenge Favourite and Great Chief Whining Git of Southend. He chose Dhalsim and immediately burst into tears because he doesn't like him one bit. Oh dear, How sad, Never mind.

RICH LEADBETTER
Big Ed. Joint Challenge Favourite and Smug Chief Git of Witham. He picked Chun Li, and although he expressed horror at the prospect, we all knew than she used to be his favourite character before the muscly charms of Guile lured him away...

RADION AUTOMATIC
Non-Entity. He picked Ken. Whoopee-doo.

ANGUS SWAN
He doesn't give a Hoot. That's because he's desperately trying to get rid of his Glaswegian accent. He chose Zangief and went into a sulk because he can't play with him. All together... aaaaaah!

ANDY McVITTE
The man whose Streetfighter skills need propping up on crutches got lumbered with Ryu. "I might have a chance" he cried. Those Northerners have a great sense of humour...

LUCY HICKMAN
The token girlie picked Guile, the strongest of all Streetfighter characters. Fortunate really, since beating her at the game is slightly less difficult than winning a tug-o-war with Karen Carpenter.

PAUL DAVIES
Another Northerner, Paul manages to squeeze Streetfighter II practice sessions between feeding his racing pigeons and exercising his whippets. He got lumbered with fat boy E.Honda. much to his displeasure.

TOM 'JUST SAD' GUISE
Token sad boy and total gamesplaying simian from MegaTech, Tom was draughted in at the last moment to make up the numbers. The spawn was with him as he picked Blanka, his favourite character after Chun Li. But since we know his skills need a zimmer frame just to get into the games room, no-one was worried.



HALLENGE



was all that Paul required to slap Gus into submission.

TOM VS ANDY

Sub editor meets sub human! Tom's character Blanka, animal man, was uncannily suited to him, while Andy felt confident with Ryu. But when it came down to the fight, Tom's bestial skills proved to be the winner over a very quick two rounds - the Andy man couldn't even pop off a dragon punch, his demise was so swift!

JAZ VS RICH

Battle of the titanic egos, one of which was destined to be deflated, Jaz was still whingeing about his sad Dhalsim skills as Rich tap-danced all over his bonce. In the second round Jaz actually managed to land a few kicks and punches, but Rich walked away with it. Jaz walked away too - in a big girlie sulk huff muttering about P45s in the morning for all...

LUCY VS RAD



Dubbed battle of the wet blankets (or should that be crispy sheets), Lucy shocked the crowd when, in the first round, she bashed Rad into the middle of the next week. A victory of random button pressing over mediocre skills no less! But the worry of being severely humiliated by Lucy's feeble abilities spurned the unclean one onto swift victory over the next two rounds.

LET THE GAMES COMMENCE

When all the players had picked their characters, the bits of paper were put back into the bag and re-drawn FA Cup-style. There were four initial bouts, the winners of which then went on to the semi-finals, from which two winners went forward to the final. Having paused to explain the rules to Tom slowly so he could understand, the draw commenced and the results were: Gus Vs Paul, Tom Vs Andy, Jaz Vs Rich and Lucy Vs Rad. Here's what happened.



ROUND ONE FIGHT!

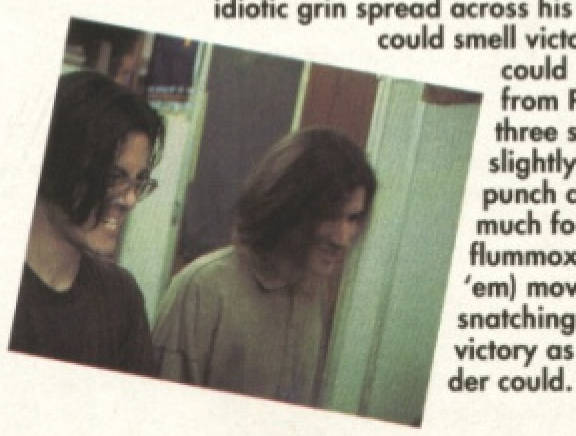
GUS VS PAUL

Battle of the blubber! Zangief met E.Honda in what should have been a flab fest to end all flab fests, but turned out to be a victory of the saddest tactics over no tactics at all. Gus, the genius in a neanderthal's body (you should see the grooves up to his desk where his knuckles trail on the floor) might well have a degree in English Literature, but his Streetfighter II skills are definitely remedial class. But even so, he couldn't defeat Paul "I'll just press the hundred hand slap button and let the opponent walk into me" Davies. Two rounds

SEMI FINALS

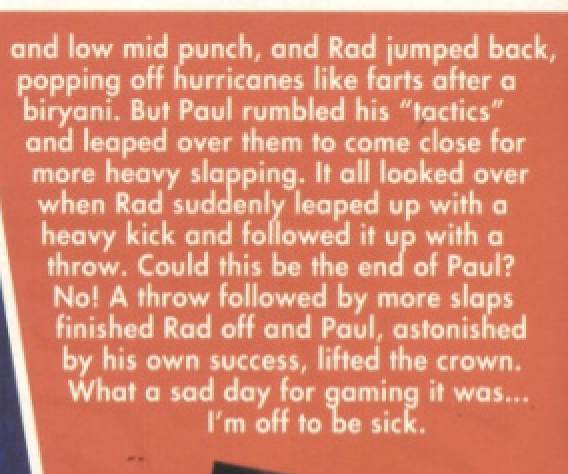
PAUL VS TOM

Between munches of black pudding, parkin and custard, Paul used his slap happy skills once again. But since Tom, the man with the IQ smaller than his shoe size did nothing but leap around like his pants were on fire punching randomly, Paul quickly won through to no great surprise. But shock was the order of the day in round two as Tom's animal cunning came to the fore as the slow-witted one realised that all he had to do was leap over the slapping fat sumo and kick downwards. Within a trice, E.Honda was flat on his back while Tom, complete with idiotic grin spread across his visage could smell victory. The crowd could smell defeat - emitting from Paul's trouser area. Round three saw Paul change his tactics slightly and actually use a big punch and kick. This was just too much for Tom, who was totally flummoxed by these two (count 'em) moves and he panicked, snatching defeat from the jaws of victory as only MegaTech's boy blunder could.



RICH VS RAD

The man with the council haircut battled Witham's telephonic terror in what was to be the most exciting bout of the contest. First blood was drawn by Rad as he accidently popped off a dragon punch as Rich sailed in to tap dance on his head. Following that up with a couple of hurricanes, Chun Li was staggered, and victory was assured within seconds. Round two saw a change of tactics, with Rich standing off, waiting for Rad to make a move. He did, and Rich leaped in with two big punches and a throw, and followed up his advantage shortly after. The final round saw both contestants crack under the pressure as they waited for one another to make the first move. Rich decided to attack first, but was dispatched with a flurry of punches, and from then on it was downhill, allowing the man who wears clothing even Vivienne Westwood wouldn't be seen dead to win through.



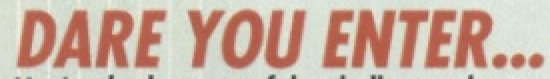
and low mid punch, and Rad jumped back, popping off hurricanes like farts after a biryani. But Paul rumbled his "tactics" and leaped over them to come close for more heavy slapping. It all looked over when Rad suddenly leaped up with a heavy kick and followed it up with a throw. Could this be the end of Paul? No! A throw followed by more slaps finished Rad off and Paul, astonished by his own success, lifted the crown. What a sad day for gaming it was... I'm off to be sick.



THE FINAL

PAUL VS RAD

The most unexpected of finals - rather like Darlington and Halifax reaching the FA Cup, this round certainly took the "b" out of banal. Paul once again put his index finger into action as he pumped the weak punch button with all the effort he could muster. Rad soon sussed these sad tactics and sent Paul packing with a series of leaping heavy punches, throws and low kicks. But the lad from the dales dug deep into his reserve (which is about as thick as the skin on a black pudding) and actually began to use other moves! Coming in with a heavy leaping punch, followed by a throw and then getting slappy once again, Rad was hammered. With only a few ounces of strength, Rad made an attempt to save the day, but a couple of low sweeps saw Ken flat on his back. The final game of the final round, and both contestants could still hardly believe they were playing! Paul leaped in with a heavy kick



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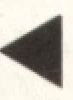
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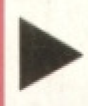
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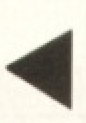
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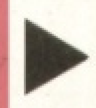




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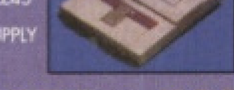
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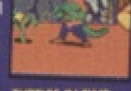
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HIGH SCORES

Once more a glimpse of the prestigious and preposterous players who make up the MEAN MACHINES Hall of Fame. It's nice to see the High Scores page expanding steadily, and this month sees hot new games like Predator 2 getting featured, alongside some old faves like Mickey Mouse on the Master System. What we want to see more of is Game Gear scores - what about Shinobi and Pengo, for instance? Get cracking and send them to us, but please no fakes and no scores attained with cheats. Post them off to 'I AM THE MASTER, LICK MY SCORE', MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

MEGADRIVE

ALIEN3
4,997,810 Completed without continues
Wayne Turner, Chelmsford, Essex

ALIEN STORM
100, Supreme Ruler in 1-P Duel mode
Dan Towes, Gillingham, Kent.

BLOCK OUT
193,881, got to level 8 from level 0, Flat Fun mode
Dan Towes, Gillingham, Kent.

CALIFORNIA GAMES
HALF PIPE
53,000
Dan Towes, Gillingham, Kent
DOUBLE HALF PIPE
78,495
Dan and Ross Towes, Gillingham, Kent.
FOOTBAG
463,320, on Earth gravity for 9 mins 26 secs
Dan Towes, Gillingham, Kent.
DOUBLE FOOTBAG
322,990 Earth gravity
Dan and Ross Towes, Gillingham, Kent.
SURFING 9.6 Turbo board
Dan Towes, Gillingham, Kent.
SKATING 9,000
Dan Towes, Gillingham, Kent.
BMX 134,650
Ross Towes, Gillingham, Kent.

DECAPATTACK
Completed with 6 lives left, 2 lives lost, 0 credits used
Dan Towes, Gillingham, Kent.

DESERT STRIKE
3,640,900
Daniel Flower, Rochford, Essex.

DICK TRACY
365,550, Stage 6A on easy level
Dan Towes, Gillingham, Kent.

DYNAMITE DUKE
708,610 easy level
Daniel Flower, Rochford, Essex.

FANTASIA
13,124,930, retired at level 3
Dan Towes, Gillingham, Kent.

GAIARES
1722188, Completed on Very Hard
Karl Barber, Redditch, Worcs.

GHOULS 'N' GHOSTS
310,800 Professional level, completed in 45 minutes with 3 men left
John T Fawcett, Blackhill Consett, Co Durham.

GOLDEN AXE
277 A+++ Duel mode using Gilius Thunderhead
Dan Towes, Gillingham, Kent.

GOLDEN AXE 2
985.6 Single Mode
Daniel Gallop, Epping, Essex.

GYNOUG
3,237,580 last level
Alan Gaunt, Birstall, W.Yorks.

HELLFIRE
1,611,110, completed on easy level
Dan Towes, Gillingham, Kent.

MEGALOMANIA
Epoch 6 completed
Gus, Mean Machines Sega.

MERCS
ORIGINAL
746,900
Daniel Flower, Rochford, Essex.

ARCADE
1,407,500
Neil kendall, Birkenhead, Merseyside.

MICKEY MOUSE
1,254,700, completed on hard mode
Dan Towes, Gillingham, Kent

MIDNIGHT RESISTANCE
2,104,100, completed on Normal level
Dan Towes, Gillingham, Kent

PREDATOR 2
1,363,070 Hard level
Wayne Turner, Chelmsford, Essex.

QUACKSHOT
876,500, completed with 7 lives left
Dan Towes, Gillingham, Kent.

REVENGE OF SHINOBI
1,156,800
Daniel Flower, Rochford, Essex.

ROAD RASH
£47,101,750 completed
Daniel Gallop, Epping, Essex.

ROBOCOD
10,389,600 Completed
Chris Collins, Cheadle, Cheshire.

SONIC THE HEDGEHOG
9,999,990, completed with 6 gems
Dan Towes, Gillingham, Kent.

SPIDERMAN
175,000 Nightmare level
Chris Collins, Cheadle, Cheshire.

STREETS OF RAGE
1,101,050 Axel on Hardest level
Daniel Gallop, Epping, Essex.

TAZMANIA
1,144,050
Neil kendall, Birkenhead, Merseyside.

TERMINATOR
302,510 completed
Scott Mixter, Tranent, East Lothian

TOE JAM AND EARL
1,295, completed with Toe Jam
Dan Towes, Gillingham, Kent.

WARDNER SPECIAL
471,900, completed without using a credit
Dan Towes, Gillingham, Kent.

WHIP RUSH
1,561,400, completed in 42 minutes on Hard level with 6 men left
John T Fawcett, Blackhill Consett, Co Durham.

MASTER SYSTEM

ASTERIX
349,600 completed without continues
Tim Mason, Sittingbourne, Kent.

ACTION FIGHTER
1,250,550, completed
Christopher Clarle, Wigan, Lancs.

ALEX KIDD IN MIRACLE WORLD
81,700 completed
Alex Trebowicz, Ealing.

CALIFORNIA GAMES
HALF PIPE
25,697
Jamie Carpenter, Southwell, Notts.
FOOTBAG
58,600
Jamie Carpenter, Southwell, Notts
SURFING
8.0
Jamie Carpenter, Southwell, Notts
SKATING
4560
Jamie Carpenter, Southwell, Notts.
BMX
76,800
Jamie Carpenter, Southwell, Notts.

LUCKY DIME CAPER
543,050 completed
Tim Mason, Sittingbourne, Kent.

MICKEY MOUSE
96,530 completed
Abdul Hoque, Birmingham.

SONIC THE HEDGEHOG
414,600 completed with 6 gems
Neil Sharp, Grimsby, Sth Humberside.

SUPER KICK-OFF
25-2, both teams on division 3
Jamie Carpenter, Southwell, Notts.

XENON 2
18,520
Tim Mason, Sittinbourne, Kent.

GAME GEAR:

MAPPY
287,860, level 58
Paul Haseldine, Stapleford, Notts.

SONIC THE HEDGEHOG
1,070,210, finished with all jewels
Paul Haseldine Stapleford, Notts.

Q+A

Special answering trousers akimbo! It's that time of the month when you ask for information and Jaz supplies the answer. No question too tough. No concept too brain bending. Jaz always knows the answer. If you've got some questions, send them off to: LUCY SHOULD REALLY STOP STAYING OUT LATE AND DRINKING BECAUSE IT MAKES HER LOOK HORRIBLE IN THE MORNING Q+A, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

ELEPHANT BAR

Dear Jazza

First may I congratulate you on your first edition of MEAN MACHINES SEGA. it is by far the best Sega mag out. I have a Game Gear, so hear are some Game Gear questions I hope you can answer.

1. When will Lemmings be released for the Gear?
2. Will World of Illusion be coming to the Game Gear?
3. Are there any plans for the TV tuner's price to go down? Of so, how much will it be reduced?
4. Do you know of any cheats for Mickey Mouse on the Game gear?
5. I've been told that a lead is in the making to enable you to connect the Gear up to a TV set so that the game will play on the TV. Is this true?
6. Is the Tazmania game on the Game Gear a straight conversion from the Megadrive version?

Philip Taylor

JAZ: 1. Within the next few weeks. 2. Doesn't look like it at the moment. 3. Again, not at present. 4. No - you shouldn't need any, though, because it's pretty easy really. 5. No. 6. No.

A LONG WEIGHT

Dear Jaz

I read in a magazine that there is a super chip that you can install in the Super NES cartridges to give them 32-bit capabilities. Will anything like this ever come out for the Megadrive carts?

William Taylor, Northern Ireland

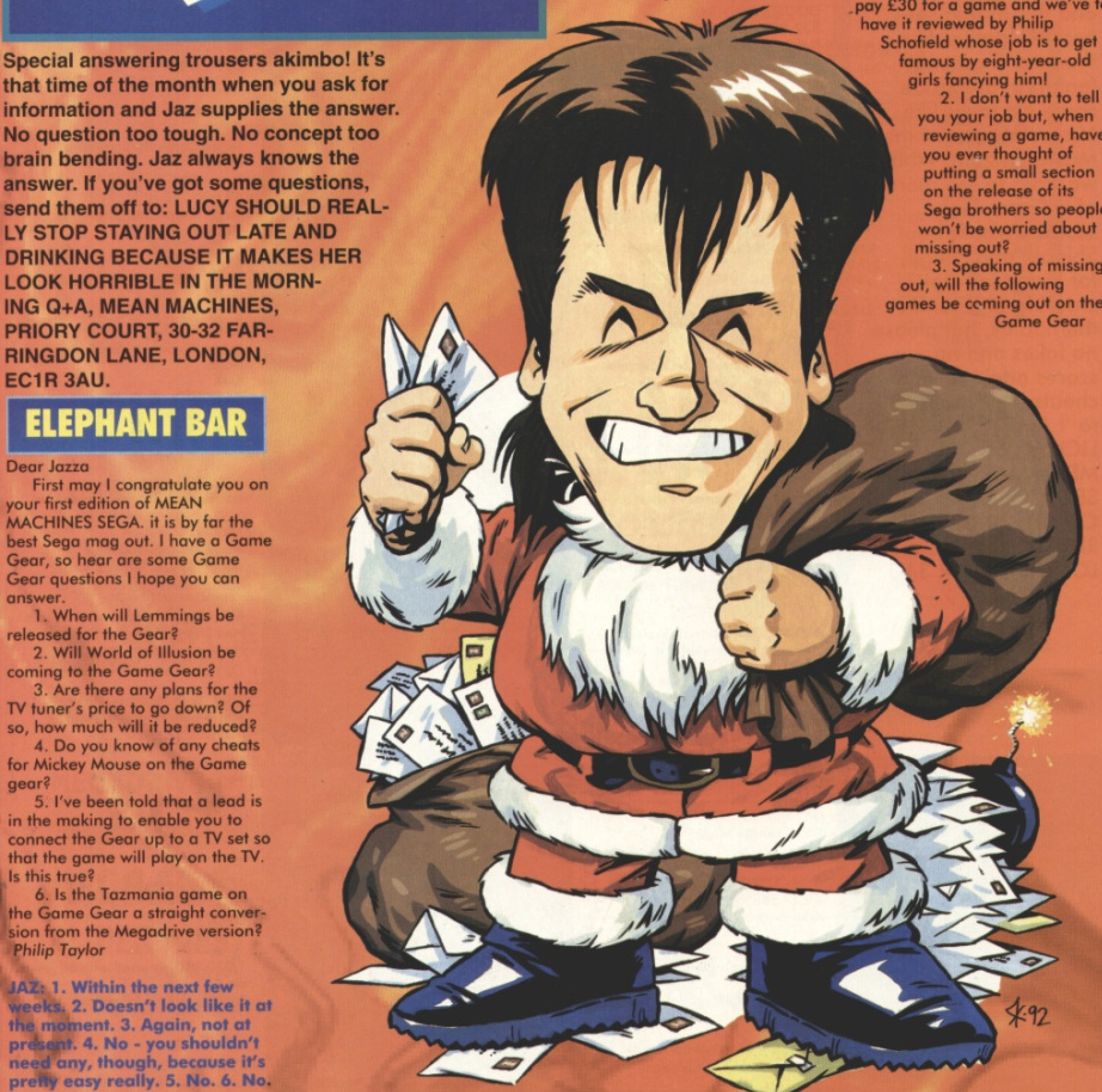
JAZ: I haven't heard anything along those lines for Megadrive as yet, but it must be said that those games will be VERY expensive!

OZONE FRIENDLY SOCKS

Dear Jaz

First of all I would like to say how incredibly cool your magazine is now it's gone all Sega! Not that I hate Nintendo, but it really is annoying to have one Game Gear review every second or third issue. Anyway...

1. Am I the only one who thinks Game Talk is the worst idea ever? I mean, we're going to pay £30 for a game and we've to have it reviewed by Philip Schofield whose job is to get famous by eight-year-old girls fancying him!
2. I don't want to tell you your job but, when reviewing a game, have you ever thought of putting a small section on the release of its Sega brothers so people won't be worried about missing out?
3. Speaking of missing out, will the following games be coming out on the Game Gear



soon: Predator II, Final Fight, World of Illusion, Batman vs Predator, Alien vs Predator, Atomic Runner?

4. Will any of Incentives Freescope games, such as Castle Master, be coming out?

Yours sincerely, Paul Mullen. Glasgow

JAZ:1. No you're not. 2. Yeah. But 99% of the time it would be empty. 3. No. 4. No.

STRAIGHTENED BANANAS

Dear Jaz

Can you please answer these questions for me?

1. Now that Capcom are soon to be releasing Final Fight and Strider on the Mega-CD, do you think that arcade perfect conversions of Ghosts 'n' Goblins, Ghouls 'n' Ghosts and Bionic Commando will also appear?

2. I've always fancied the idea of buying an arcade machine for my home. Can you give me the names and phone numbers of any companies who sell second hand machines such as Ghosts 'n' Goblins or Bubble Bobble? Also would you recommend buying an arcade machine?

Thanks for your time and I hope you can answer my questions for me.

Mr P Monger

JAZ: 1. No. 2. Check out the World's Fair newpaper. It contains a section in the middle called Coin Slot which carries loads of phone numbers of arcade game suppliers. It's available from most large newsagents and costs about a quid. You've got a great surname, by the way.

CHOCOLATE CHISEL

Dear Jaz

I think your mag is totally brilliant. I have an idea to put forward to Sega. My idea is that, instead of the Master System converter, there should be an Amiga converter which enables you to use Amiga games on your Megadrive. I hope that Sega will take this idea seriously.

Allan Swinton, Bridge of Don, Scotland

JAZ: I assume that impracticle is your middle name.







RUBBER NAILS

Dear Jaz

Please answer the following questions:

1. I was going to buy a Mega-CD when it comes out but when you mentioned Sega's 32-bit console I changed my mind. How long will it be until this new machine comes out? How good will it be? Will it be backwards compatible with the Megadrive and Mega-CD? Just tell me anything you know!

2. When you update marks in Lookback, why not do the same in the Games Index?

3. When will Star Control II be out?

4. If Street Fighter II on the Megadrive is as good as the Super NES version you'll have to give it 100% due to it being a conversion of the Championship Edition, therefore offering much more than the Super NES one. Will you be wiling to give a "perfect game" score?

Chris Mardan, Durham

JAZ: 1. I can't tell you anything at the moment because I've been sworn to secrecy, but it'll be out in Japan at the end of 1993 and won't make it to this country until 1994. 2. Hmmmm. Could do. We'll have a think about it. 3. Early next year. 4. No, because no game is perfect.



GLASS HAMMER

Dear Jaz

Could you please answer some serious Capcom, Konami, Nintendo and Sega-related questions..

1. Are Capcom themselves doing the conversion of Street Fighter II for the Megadrive or did they just licence it to Sega so that Sega could do it?

2. If Capcom are doing the conversion of Street fighter II how did Capcom break away from Nintendo's long standing agreement, whereby Capcom would not make games for a competing system?

3. I referred to the news about Street Fighter II saying that you got the information from a 100% reliable source. Are you SURE Street Fighter II is coming out for the Megadrive?

4. Now that Konami have announced that they will be making games for the Megadrive, does this mean that there might be a chance of arcade conversions such as Aliens and Crime Fighters for the Megadrive?

Please answer these questions because they really mean a lot to me. Thanks!

Vega, on Holiday in Spain

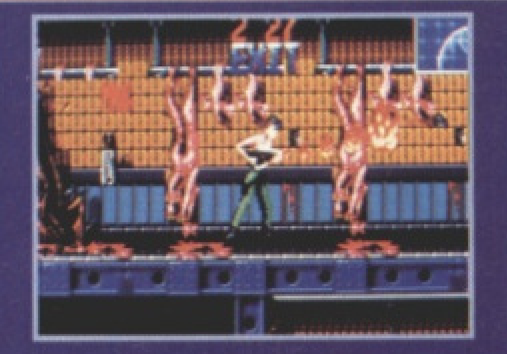
JAZ: 1. Capcom themselves are doing the conversion. 2. It's a very long and compilcated story which is not really worth printing here as it'd take up the whole Q+A section and is in fact pretty dull. 3. The source, which I cannot reveal because he swore me to secrecy, is about as reliable as you can possibly get within Sega. 4. I doubt it - you'll see new and original games from them, rather than conversions of their old coin-ops.



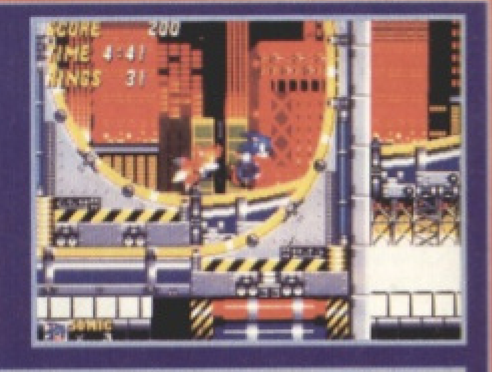




BUCKET OF HOLES









Dear Jaz
I have a few questions that I hope you can answer.
1. Is it true that Aliens III is coming out for the Game Gear shortly?
2. I might be getting a Megadrive soon and have been wondering what the difference is between a PAL and SCART Megadrive?
3. What do you think of these games for the Megadrive: Aliens III, Tazmania, Sonic II and Streets of Rage?
4. Being as I've already sent you five million letters please, please please print this one in your fab magazine.
Will Astrella, Chingford

JAZ:1. Shortly indeed. 2. God, not that old chestnut again. PAL works on every British telly in existance. SCART requires a TV or monitor with a SCART or EUROCONNECTOR socket in the back of it. 3. They're all brill, apart from Taz which is just good. 4. Oh, alright.

BUCKET OF STEAM

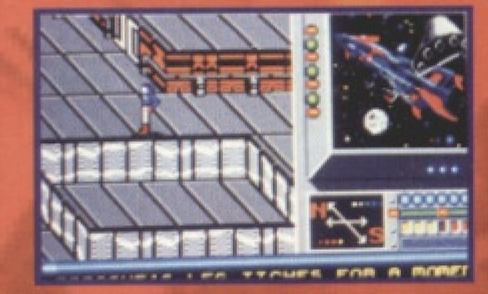
Dear Jaz
Could you answer a few questions please?
1. Are there any plans for Sega to release a draughts game?
2. If so when?
3. If not, why not?
4. Can I trust your charts because all other mags are different from each other. Even the Telly Text ones..
5. On some games where you split the screen, will they sell a TV with two screens so player one goes on one TV and player two on the other? Or some lead to connect two TVs together because it would be much better than a game crushed up like Sonic II or racing games. How do I subscribe? I can't find the page!
Dean Smith, Surrey

JAZ: 1. No. 2. Never. 3. Because draughts is a boringly crap game played by wizened old men wearing flat caps who breed whippets. 4. Trust us, we're the experts. 5. Not on your nelly.

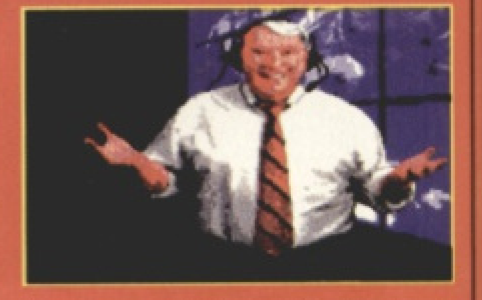
TARTAN PAINT

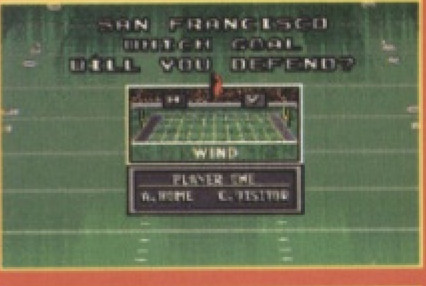
Dear Jaz
I am a Megadrive owner and with my machine I've got the excellent cart 'Buck Rogers'. Everything apart from the price appeals to me and, with the release of the Mega-CD there is obviously much more scope for games similar to this. What I want to know is will those geniuses at Electronic Arts be able to design the CDs in such a way that, once you have established a team, you will be able to buy additional adventures and play them with your ready established team? Is the Mega-CD capable of this? Cheers very much and continue to hang loose!
Kes, Repton

JAZ:It would be, but whether or not EA or anyone else will make use of this is yet to be seen.



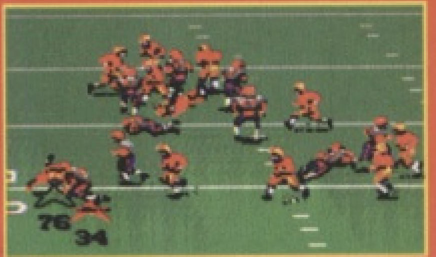
SPLENDOCAKE

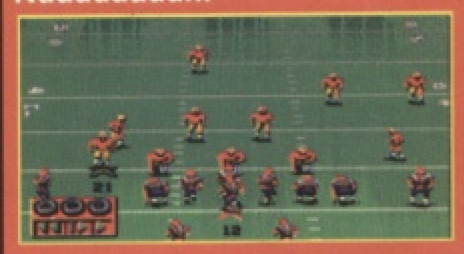


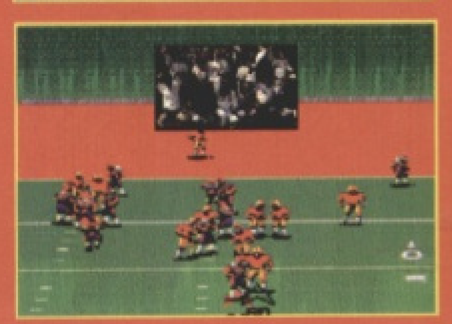


Dear Jazza
Please, please can you answer my questions because I'm desperate to know?
1. Is there a horse racing game coming out on the Megadrive?
2. Or even a cricket game?
3. When will the first decent football game come out for the MD?
4. What do you reckon to John Madden's 93?
5. Will you give me an extra-special mention when you next appear on Games Master?
Andy Mann

JAZ: 1. Nope. 2. Nope II: The revenge. 3. Super Kick Off looks pretty good - wait for the review early in the new year for all the information. 4. Check out the review yourself - it's in this issue. 5. Naaaaaaaah!







SKYHOOKS

Dear Jazza

I am writing to complain about the enormous amount of ads in MEAN MACHINES. In both your September and October issues there were over 40 pages of them is it really necessary? Why can't we have more of the real stuff? Also are there any plans to bring Road Rash II out on the Game Gear?

Nicholas Garstin, Hertfordshire

JAZ:No ads = no pages. Simple really. Check out other Sega magazines - they hardly carry any ads and they're wafer thin. We might carry more ads than they do, but it also means we have far more editorial pages too! Roads Rash II on Game Gear? Naaaaaaaaaaah!

FACELESS CLOCK

Dear Jazman

I am the proud owner of a Game Gear and would like to ask some questions.

1. Will there be any wrestling games on the Game Gear?
2. Can you do SKY TV on the TV tuner? If so how?
3. Do you know any cheats for Axe Battler?
4. Do you think there will be a Streets of Rage II on the Game Gear?

I also have some irregular questions.

1. Who do you like best from the Street Fighters?
2. Apart from yours, what do you think is the best Sega magazine?
3. What do you think is the worst Nintendo mag? And finally:
4. If you were a child, do you think that it is unfair for computer shows to go on during term time?

Matthew Lawson, Middlesex

JAZ:1. Not at present. 2. Not in a million years. 3. No - it's crap. 4. Streets of Rage I has only just been released - give 'em a chance! 5. Chun Li I guess. 6. Megadrive Beep! It's a Japanese Megadrive magazine.



BLUE MOON CHEESE

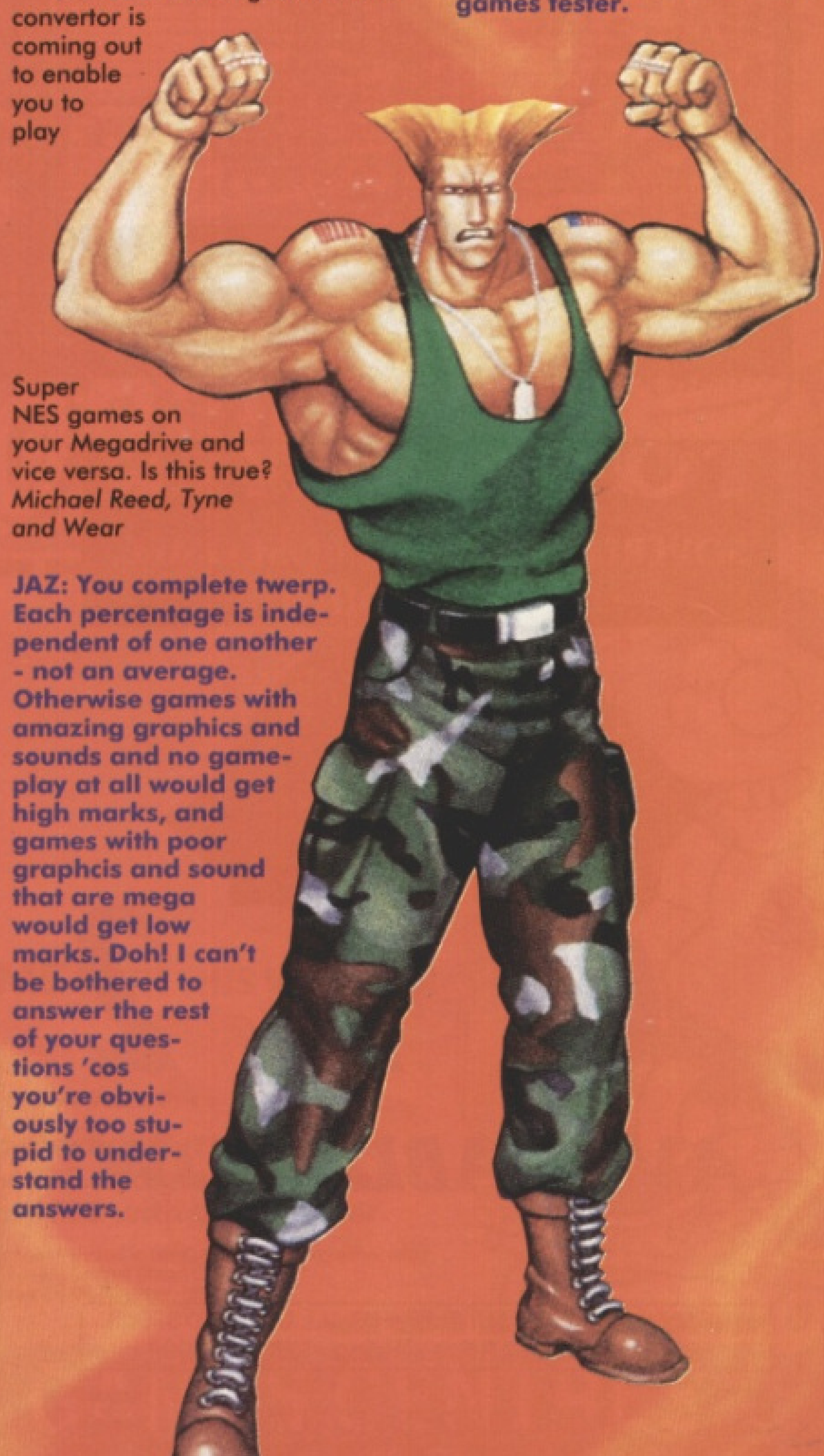
Dear Jazza

How on earth do you work out your overall percentages? I think you are all completely thick if you can't even work out something simple like that! Example: On one game you gave Presentation 73%, Graphics 67%, sound 54%, Playability 35%, Lastability 12% and Overall 17%. It works out to 51%! Now I have some questions.

1. When will WWF come out on the Megadrive?
2. When Street Fighter II comes out on the Megadrive how much will it cost?
3. I read in a magazine that a convertor is coming out to enable you to play Super NES games on your Megadrive and vice versa. Is this true?

Michael Reed, Tyne and Wear

JAZ: You complete twerp. Each percentage is independent of one another - not an average. Otherwise games with amazing graphics and sounds and no gameplay at all would get high marks, and games with poor graphcis and sound that are mega would get low marks. Doh! I can't be bothered to answer the rest of your questions 'cos you're obviously too stupid to understand the answers.



PACKET OF AIRY FARIES

Dear Jazza

The only question I have to ask you is: How do I go about becoming a games tester for Sega? I own a Megadrive and it took me five days to complete Sonic the Hedgehog, two days to complete Batman, two days to complete Castle of Illusion and three hours to complete Wonder Boy III!

Martin Willis, Herts

JAZ: Write to Sega themselves, enclosing a CV and stating the reasons why you want to be a games tester.

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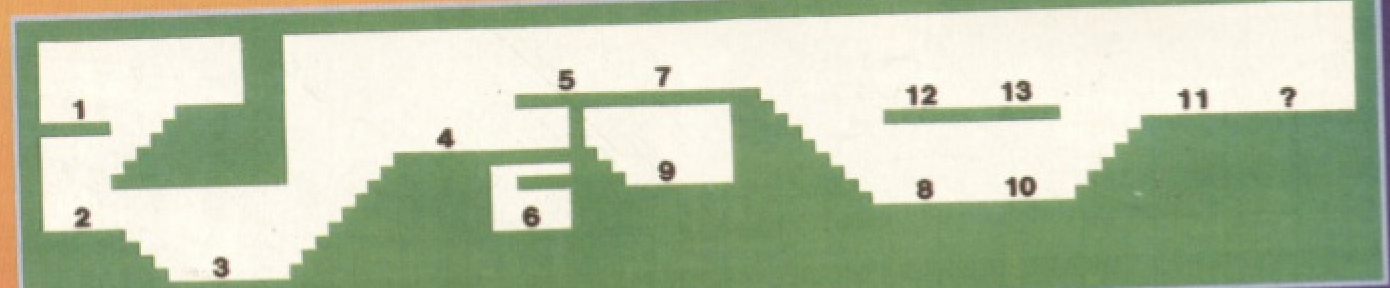
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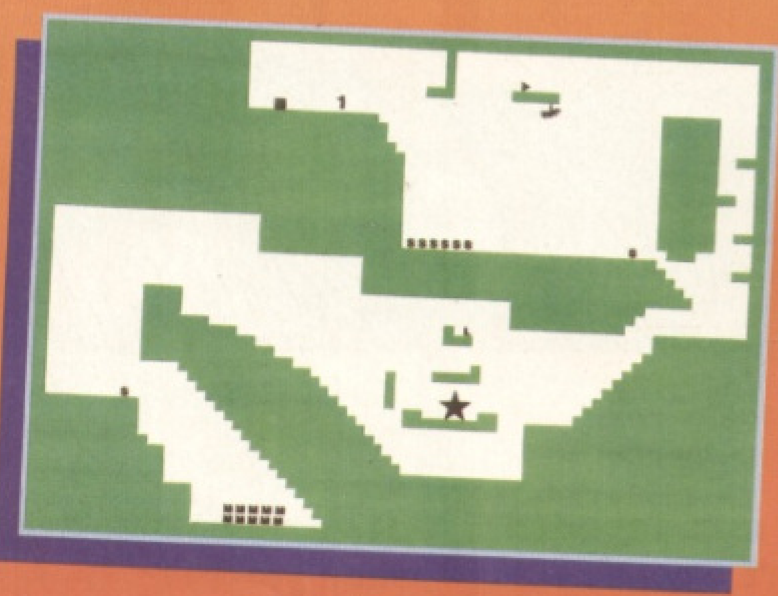
TIPS

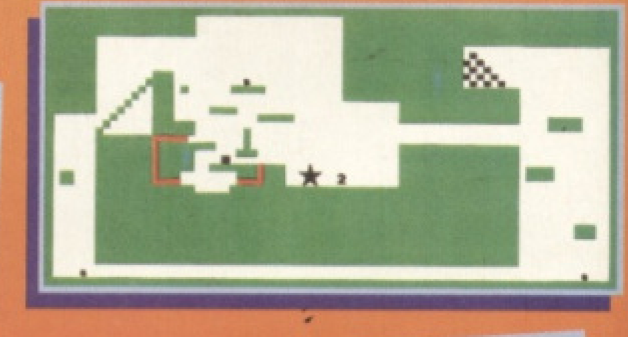
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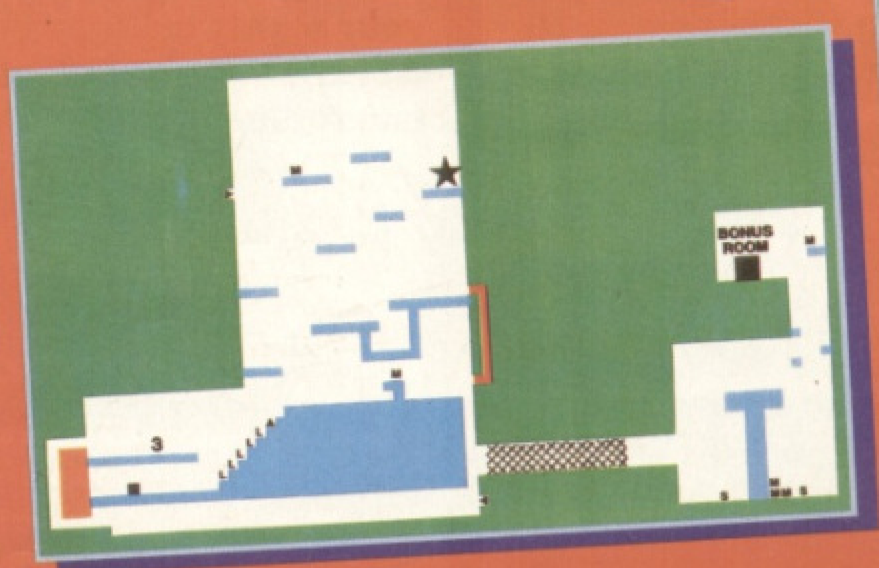


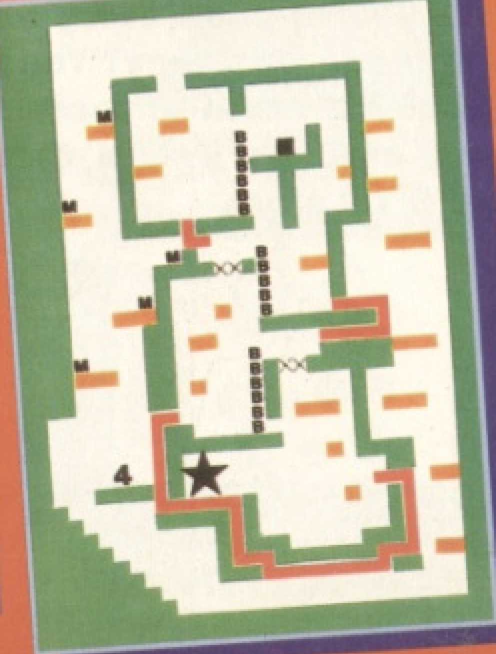
Greetings game duffers and welcome to the ultimate in Sega tipping - whether Megadrives are your bag or you're a Master System freak or even a Game Gear fiend it matters not because these tips are more appealing than David Mellor's toes. Unsurprisingly though, I need more of your lovely offerings, including any decent maps you've dreamt up and drawn out, so get your bleeding acts together and wing them over to me NOW-ISH at: **MORE TIPS THAN PG, MEAN MACHINES SEGA**, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Don't forget the utterly humungous software prize for the sender of the best of the bunch.

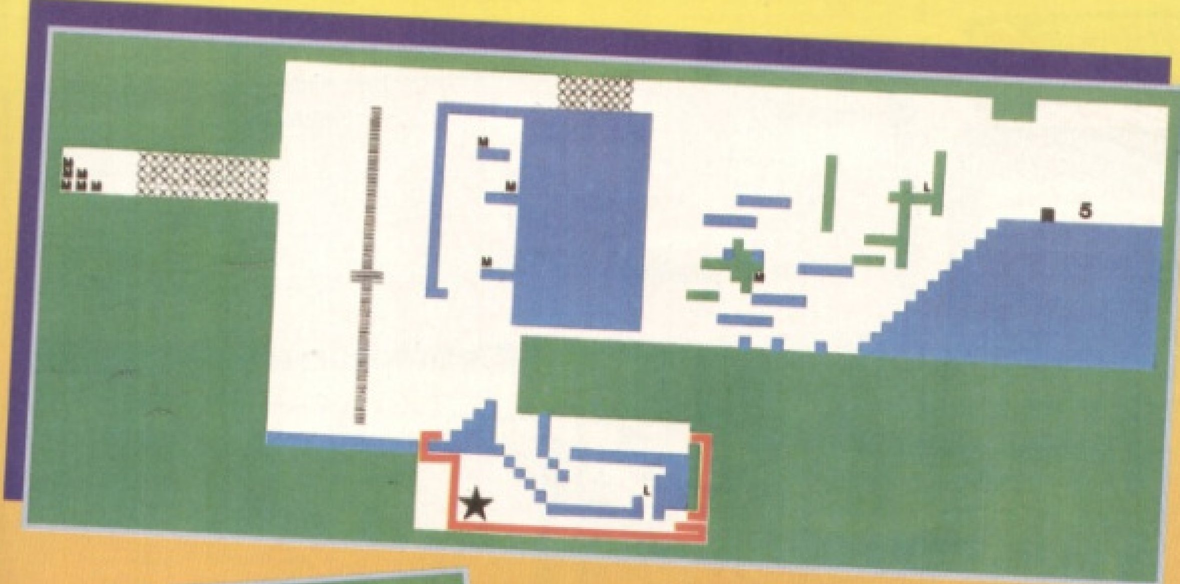


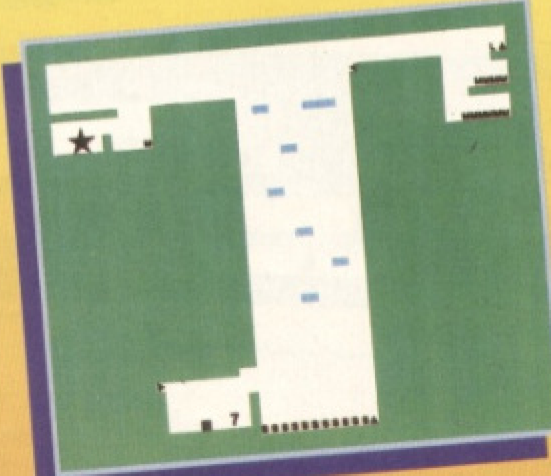


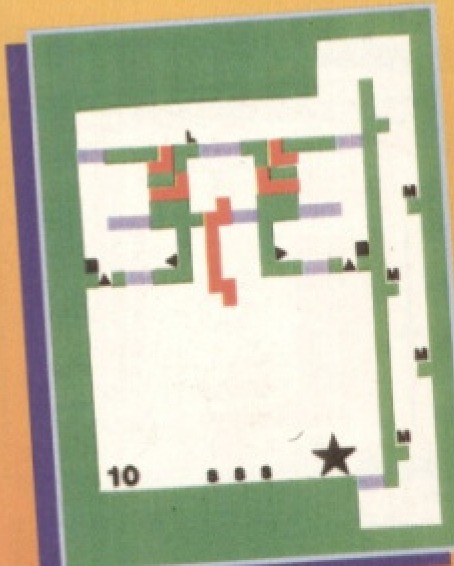


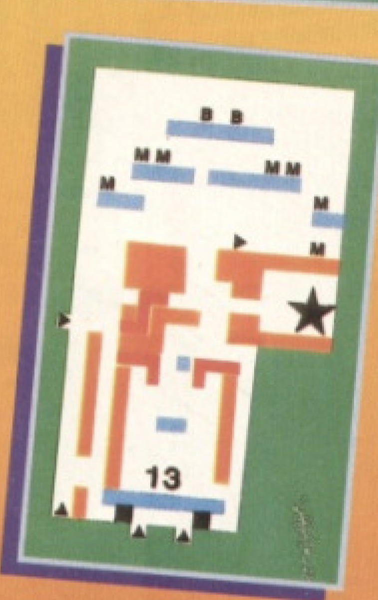


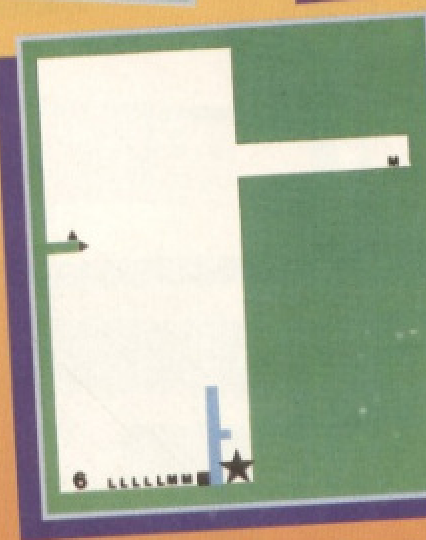


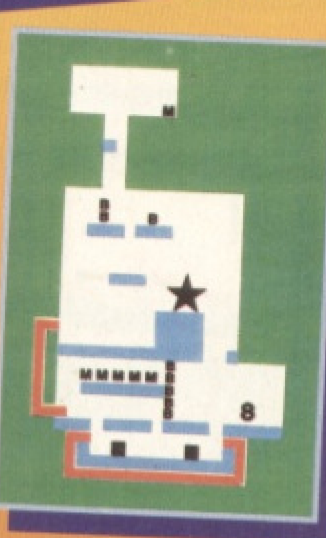


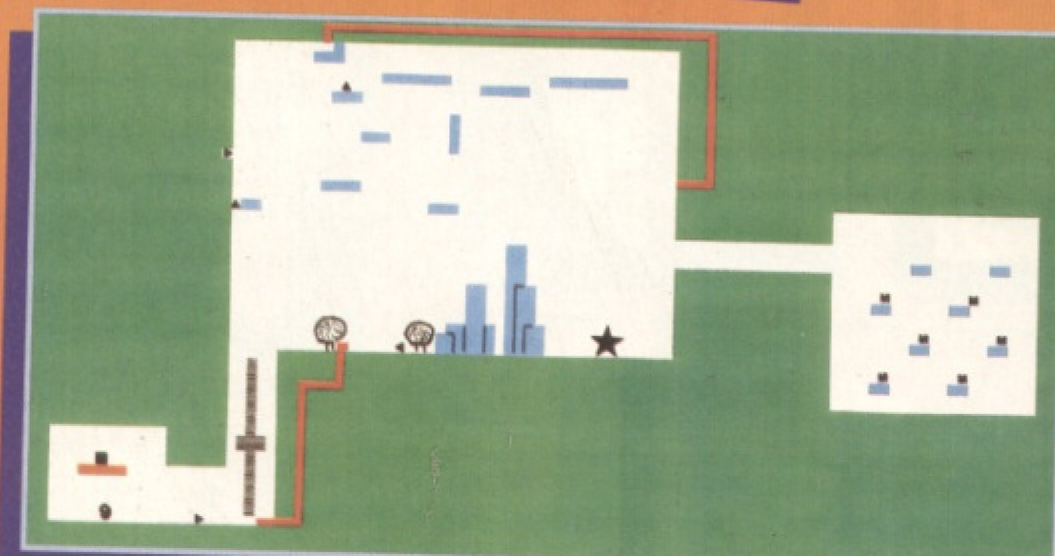


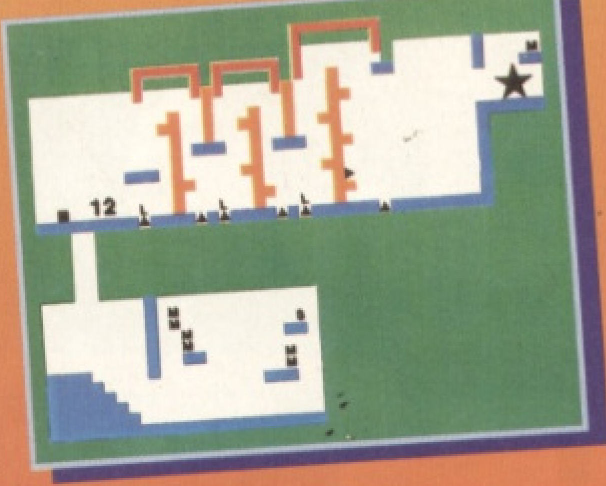


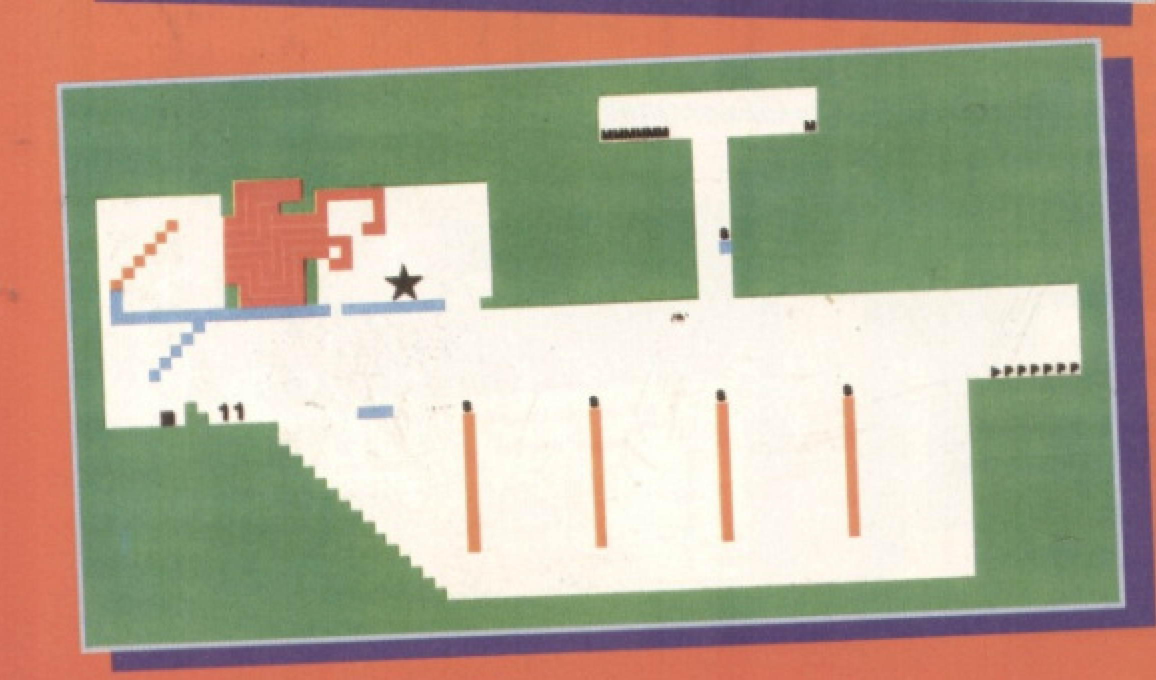








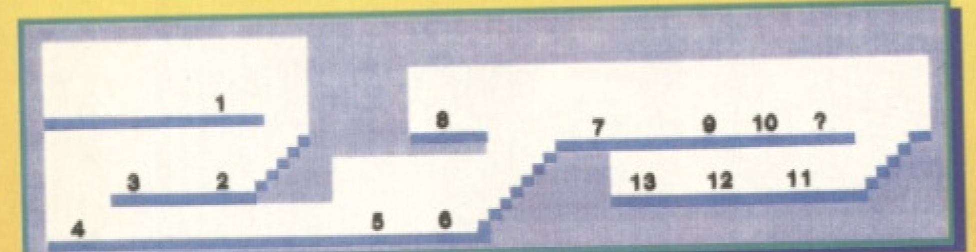


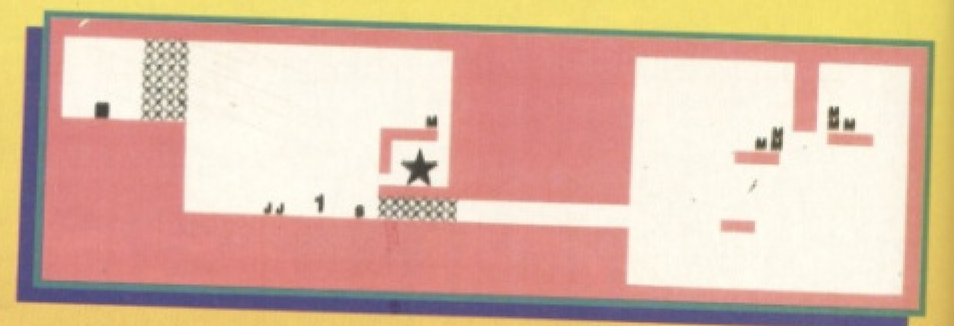


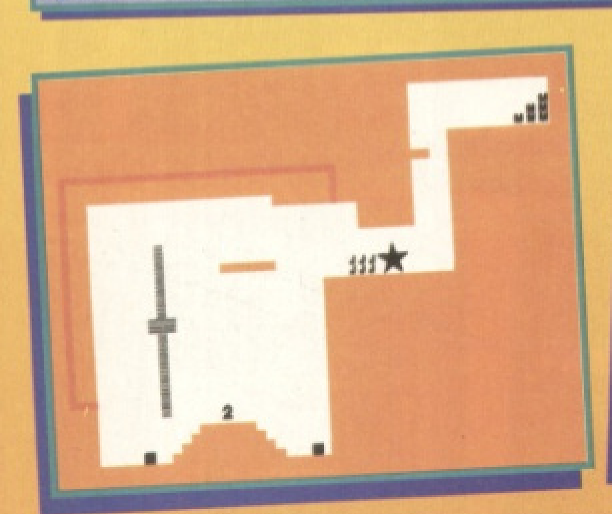
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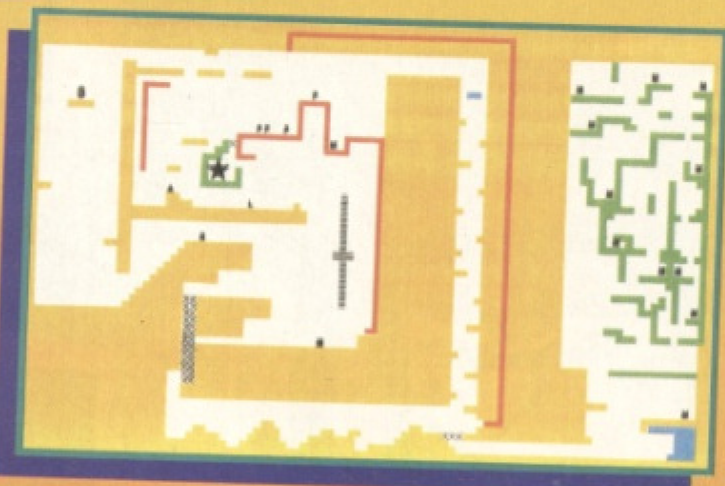
- ▲ RAT BOWLER
- ■ RAT HOLE
- ★ RAT TRAP
- L LIGHT BLUE BLOCK
- M MAGIC BONUS BLOCK
- B MOVEABLE BLOCK
- X CRUMBLING BLOCK
- J JAR / BOTTLE
- P PIPE
- S SPRING

LEVEL 4

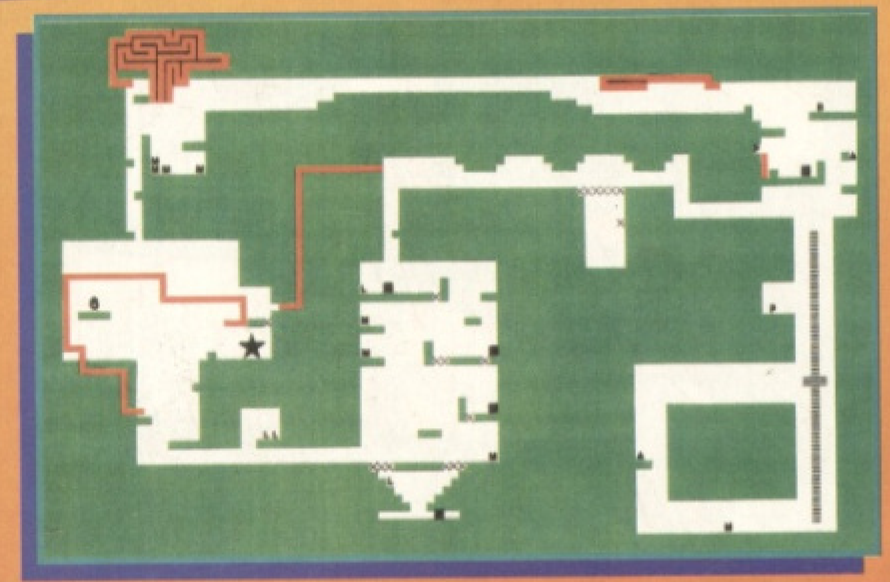


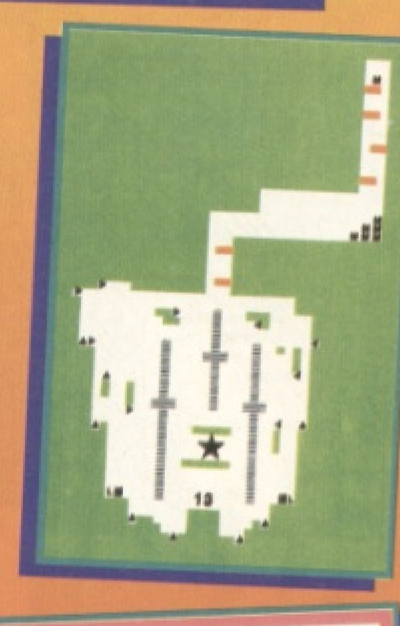


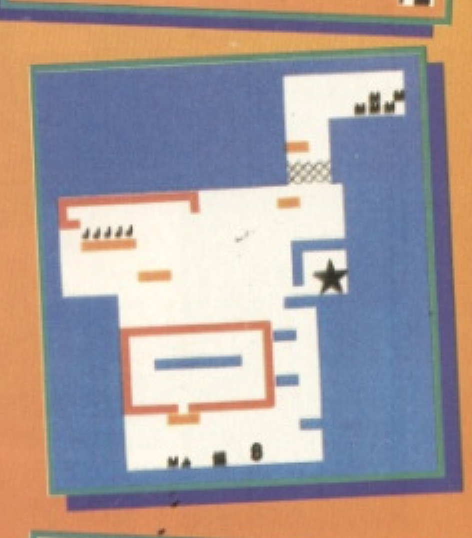


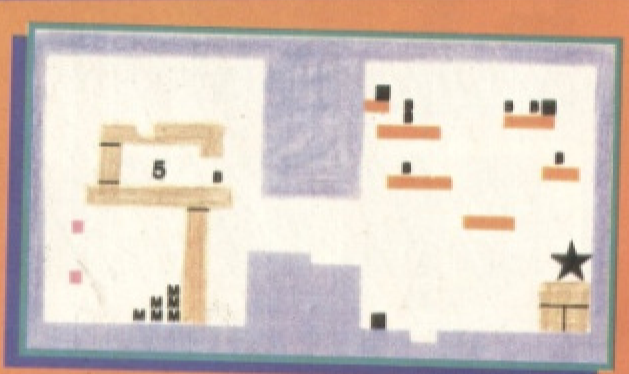




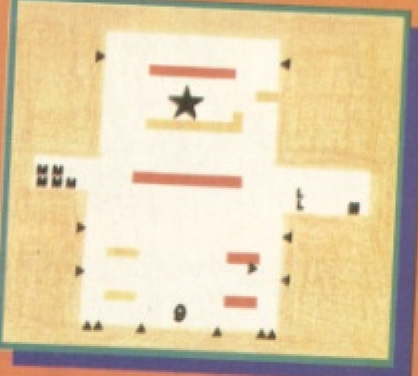


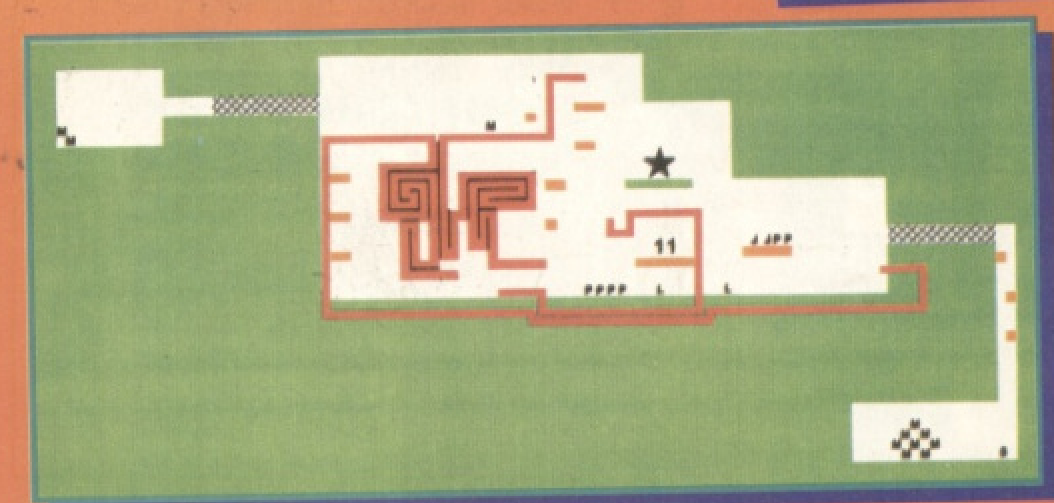


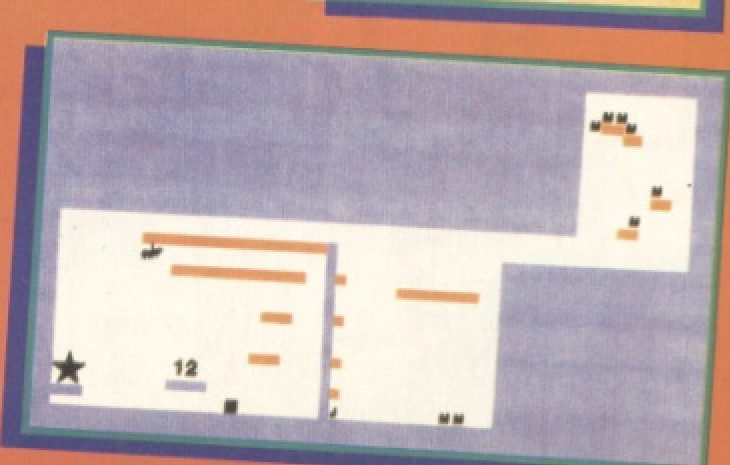










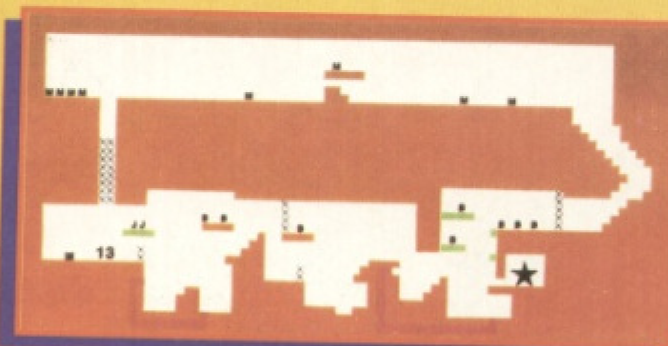


LEVEL 5

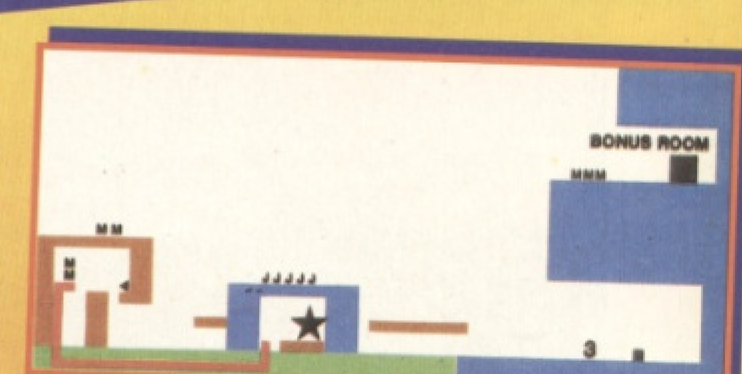


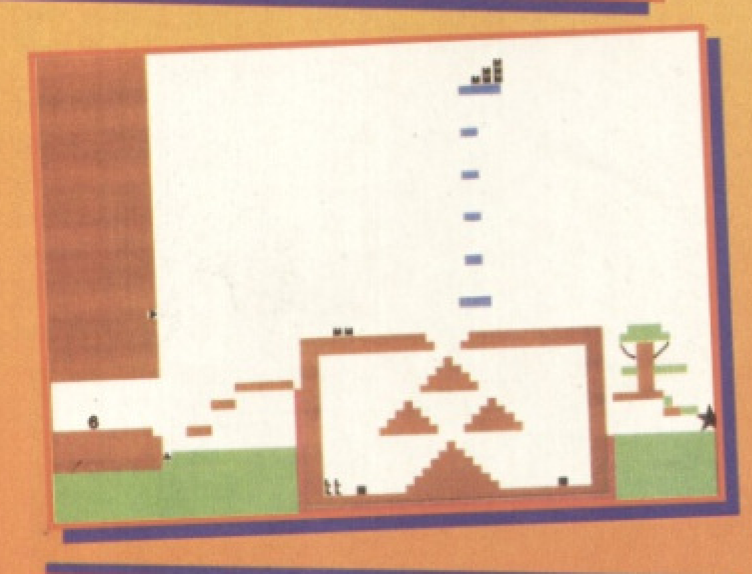




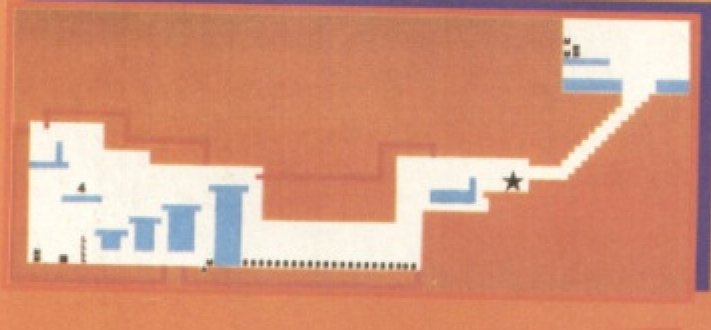


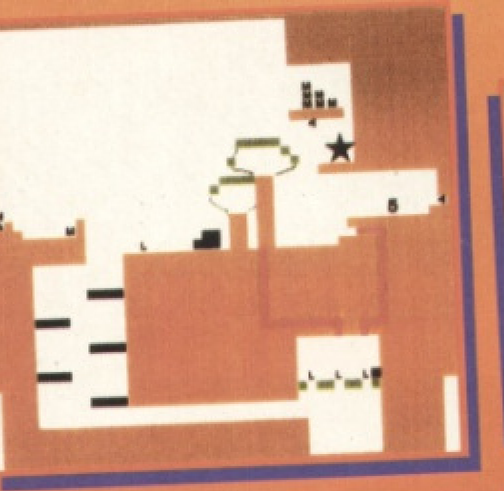


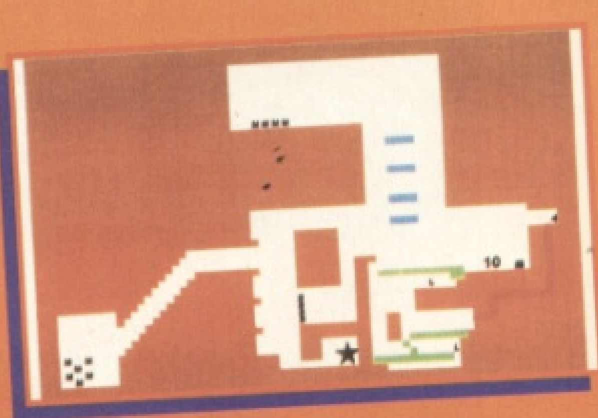


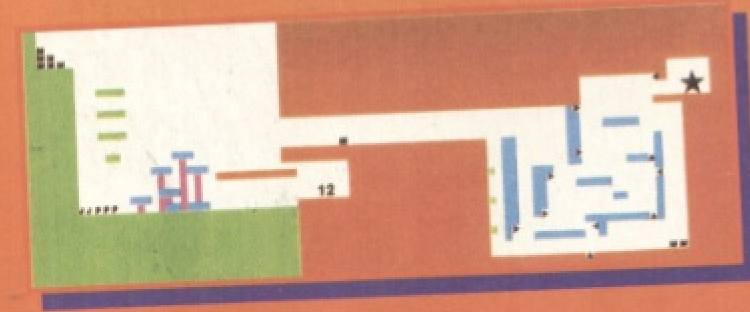


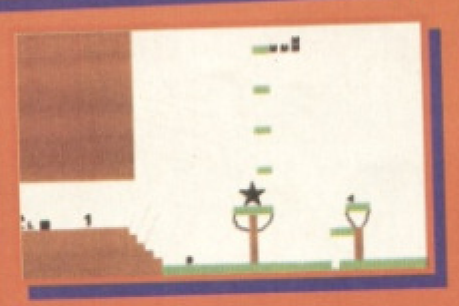




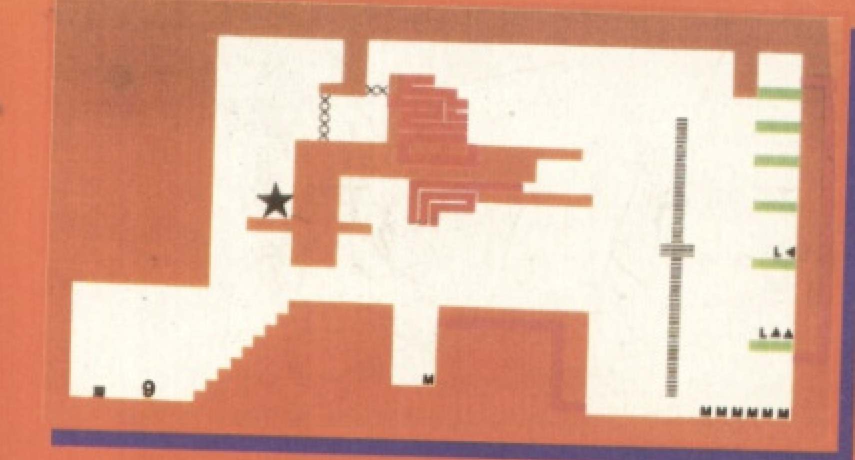


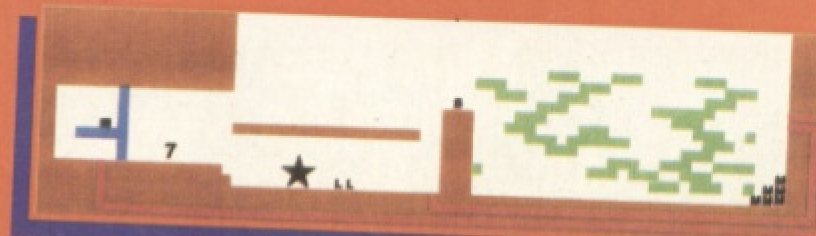












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ROBOCOD



It's a hearty cheers to David Saunders of County Londonderry, Northern Ireland, for this handy little Options Screen access code: Apparently you don't have to twirl the joypad at all - just hold it down and left while you press A, C and START. No problem!

DESERT STRIKE

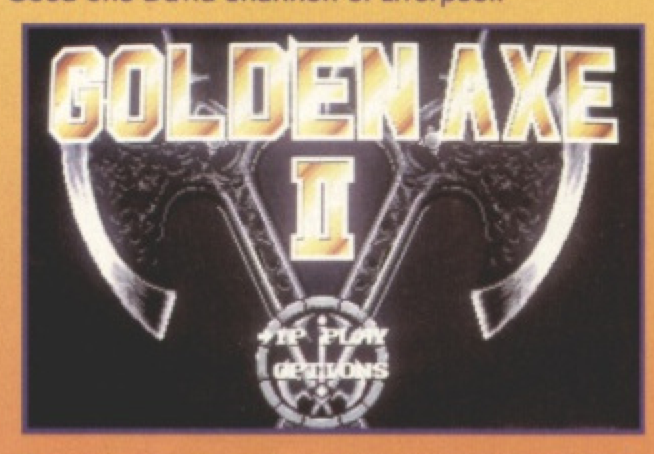
Try this little beauty from Chester Greenidge of East Dulwich which starts you with an incredible 10 lives:



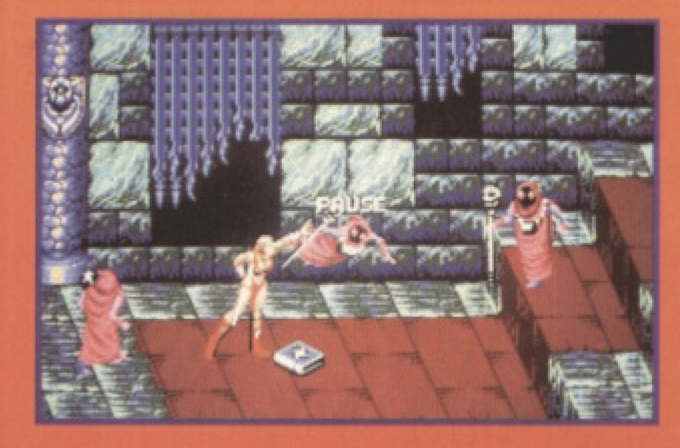
BQQQAEZ

GOLDEN AXE 2

During the demo, hold down A, B and C then press START. Now select OPTIONS. While holding down A, tap B and C. Select NORMAL with cursor and your fave character, keeping A pressed down. Select a stage with A and B then press START. (Don't release A until the stage number appears). Good one David Shannon of Liverpool.







DECAPATTACK

If you're feeling kind of down and at the end of your tether and there's no Lucozade in sight, don't fret and fuss, just build up your energy by following this advice from Matthew Reeves of Peckham. Land directly on top of a bouncy pole and a section goes white giving you a whole wodge of energy. What's more, you can repeat the process for up to 30 lives. Ohh wow!



EURO CLUB SOCCER

Coming to you courtesy of a very nice man named Peter Woods, here's the highly handy codes for accessing the second legs - good stuff. Peter (he who forgot to put his address on the letter - doh) also reckons that if it goes to a shoot-out you should press B which nearly always lands you one in the net!

First Round
Aston Villa vs Dynamo Zagreb
Code for 2nd leg: *HFZAQA7BKTA*

Leeds vs Vienna Graz
Code for 2nd leg: *4N4QQBBBGA*

Second Round
Leeds vs Rapid Bucharest
Code for 2nd leg: *8V4RQBBDHA*

Third Round
Leeds vs Dnepr
Code for 2nd leg: *CF4TQBBHGA*

Semi Final
Leeds vs Shamrock
Code for 2nd leg: *CF4TQBBHGA*

Final
Leeds vs Fiorentina
Code: *TJ4UABBIGC*





GREEN DOG

Cheers to Lee Pembroke of Romford, Essex for uncovering this infinite continues tip. All you have to do, it seems, is reach the caverns in Level One, jump the spikes until you reach the water, avoid or kill the piranhas, hop onto the first rock, and then the floating stone. Jump onto the next stone you reach, kill the frog, keep jumping on stones to the left until you reach a dead end. Jump and fire the frisbee into the mouth of the gargoyle until the wall disintegrates then walk into the secret room. Jump over the gaps until you find a hidden spring which catapults you skywards. Go to the left and land on a treasure chest. Blast it with your frisbee to uncover a Continue. Collect and kill Green Dog, repeating the process until you have enough.







TAZMANIA



Here's a super quicky from Mark Milaszkiewicz from God Knows. Simultaneously hold down A, B, C and START on Joypad 2 and all the same on Joypad 1 - you should hear a ring. Start the game and then pause it. Press A, B, C to skip levels then unpause. Press B then unpause for invincibility or C for a level select screen - Smart!

WONDER DOG

If you're having a bit of a wuff time with this one, try these highly scrummy passwords guaranteed to transform you from a sad little mongrel into a fully fledged pedigree chum - courtesy of Tim Sum (is that some kind of a joke) from Gosport, Hants.

DOGSVILLE: MYSTIC

SCRAPYARD: ANKLES

LOONY MOON: LEDZEP

PLANET WEIRD: REEVES

PLANET FOSSIN: PIXIES

PLANET RAINU: WOOPIE

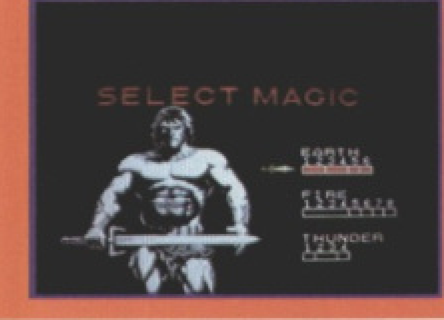






GOLDEN AXE

For a shiny Level Select get your chops around this one from Liverpool lad, David Shannon. On the Magic Select Screen, press LEFT, RIGHT, DOWN and RESET then take your pick.



ASSAULT CITY

For a seemingly complicated, but utterly effective method of invincibility, try this little gem from Dave 'I'm a hard git so don't mess with me' Shannon of Liverpool.
All you do is press the middle of the direction pad and Buttons 1 and 2 simultaneously then when the Press Start screen appears, take your finger off Buttons 1 and 2 but keep your thumb on the D-pad. On the next screen, press 1 and 2 again. T his asks 'Are You Ready'. When the shooting practise screen pops up, keep your finger on the fire button. If it fires continuously you're invincible. Phew!

ALEX KIDD IN MIRACLE WORLD

Gnash your teeth no longer when victory evades you and Game Over looms because Abdul Hoque of Birmingham has the answer (hurrah!). Simply collect 400 coins or more while you still live, then continue when you snuff it and the game over screen appears by pressing UP and Button 1 then rapidly press Button 2 while holding UP. When CONTINUE mode appears press START.

To reach a wonderful world of surprises, use your invincibility power and punch the first octopus on the third level in the face five times. When it dies go on top of the bowl and press DOWN three times — open sesame!

To kill all the henchmen including Janken the Great use the following combinations: (A) stone-scissors (B) scissors-paper (C) stone-scissors (D) paper-paper (E) stone-stone (F) stone-scissors (Janken) paper-paper.

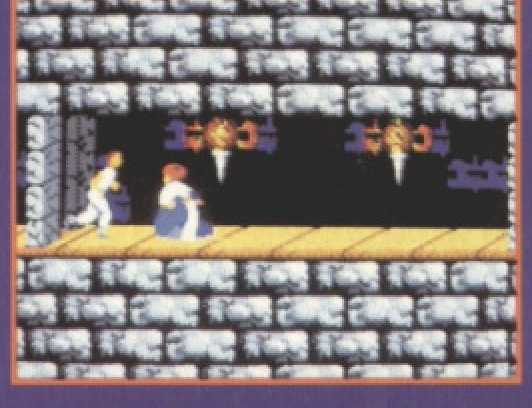
(NB: these only work without using telepathy ball).

PRINCE OF PERSIA

David Johnston from Glasgow's obviously one of those types who likes wearing pointy slippers and magic carpets hence this bunch of level codes for this topper exotic game:

LEVEL 2: GKMIFZ
LEVEL 3: GJJIEU
LEVEL 4: FHEGCI
LEVEL 5: HHMIDV
LEVEL 6: LJPLGK
LEVEL 7: IFJHCP
LEVEL 8: OKJMHK
LEVEL 9: QKQNIV
LEVEL 10: OHLKFF
LEVEL 11: QIJLGI
LEVEL 12: TKIOIR
END FIGHT: ODFICQ
PRINCESS: PDCICO







SPY VS SPY

Anyone out there fancy themselves as a bit of a James Bond - just think how many women you can drink and all those Martinis dying to get you into the sack! Paul Coombes of Southampton looks well groovy in his black shades so he's worked out a definitive guide to this Master System classic.

BEAT 'EM UP ANTICS

First of all, to beat the computer opposition, run towards him and give him a good kick (just one) which stuns him for an instant. Do a quick dab on the joypad in the opposite direction then quickly press kick and repeat. After seven or eight times, your foe snuffs it without you taking a hit.

IT'S A-MAZING

On later levels when the Embassy Complex gets huge and confusing just follow your computer opponent (keeping at least one room behind) who guides you straight to the required items. When he's got a full bag of goodies chase him (he's easy to catch because you're empty-handed and much faster) and kick him in (using the Beat 'Em Up Antics Method).

LEVELS GALORE

At first glance Spy Vs Spy may seem a bit limited because there are only eight levels. But here's your path to a load more. At the start, select ONE PLAYER, make the computer player LEVEL ONE of the THREE you can choose and start on LEVEL EIGHT. You can now progress to a stack of new levels which are impossible to select at the start. If you die in the process of raking up the new levels, don't throw a wobbly and switch off the machine, just go to the menu screen and the extra levels you reached are now selectable!

TRAP TRICKS

There are five trap items to choose from but only three different forms of trap. Here's a guide to each:

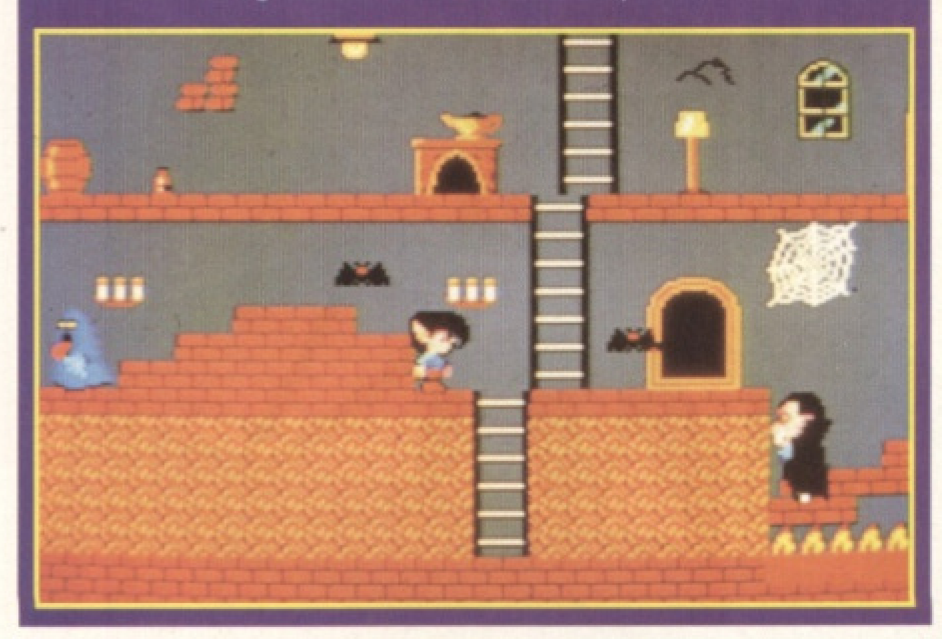
BOMB: This can only be placed in furniture. When you place this, check there are no white buckets on the wall nearby.
SPRING: This also applies to the furniture - same sort of trap but produces a different result. Check the wire cutters aren't nearby.
ELECTRIC BUCKET:: Place this on top of doors to prevent the enemy entering rooms. Make sure there are no hatstands close by.
GUN: Placed on doors, this does the same job as the buckets but makes the enemy die in a very strange way. First Aid cases thwart this one so make sure there are none around.
TIME BOMB: These are best laid when being tailed by the foe. If nearby, lay one in the room you started in just as the enemy spy dies. That done it blows his socks off just as he comes back to life.

SIMPLE TRAP RULES

1. Always remember where you laid the traps.
2. If you hear a time bomb ticking, run out the room fast and wait 15 seconds before proceeding.
3. If you're losing the game on early levels, go to the airport and barricade yourself in with traps then grab the booty when your enemy bites the dust, having walked into one.

GHOSTHOUSE

According to David Shannon from Liverpool, if you jump on the arrows, Oli eventually turns golden giving you invincibility for a short time. Punch the light bulbs to freeze the enemy.



PUTT 'N' PUTTER GOLF

For those of you who are a bit green in this realm, let's tee off with some par for the course codes from Kian McDermott from Barwell, Leicestershire.

LEVEL 1: TSMDCV
LEVEL 2: TTNDCV
LEVEL 3: TVPDCV
LEVEL 4: TZTDCV
LEVEL 5: THBDCV
LEVEL 6: THBEDW
LEVEL 7: THBGFY
LEVEL 8: THBKJC
LEVEL 9: THBSRK
LEVEL 10: THCSSL
LEVEL 11: THESUN
LEVEL 12: MQANCZG
LEVEL 13: MSCNCZG
LEVEL 14: MWGNCZG
LEVEL 15: MEONCZG
LEVEL 16: MEOODAH
LEVEL 17: MEOVJGN
LEVEL 18: MEOCROV
LEVEL 19: MEPCSPW
LEVEL 20: MERCURY

AX BATTLER

Here's a corking collection of cutting codes from Kian McDermott of Barwell, Leicestershire. Sharp chap!

FIREWOOD CITY: JMLO, BFKC, DLEC, EAPI
TURTLE VILLAGE: PIPF, OEBA, ODGA IIKO
SAND MARROW: OOBK, CBPM, IMAM, NBLP
HOLM STOCK: EEAP, IKLN, LMPE, CNOG

KICK OFF

Here's some ace scoring tactics from Nicholas 'My God He's So Thin I Can't See Him' Rowan of Leeds. From the kick off, dribble to the semi-circle near the opponents box and chip it - usually it goes in. Also, from the kick off, chip it and then head it twice to make the ball, more often than not, go sailing over the keeper's head.

BATTER UP

According to Nicholas 'Fat Boy' Rowan of Leeds the best team in this stonking game is M while the worst is T. Here's a run down of the passwords for the first eight games with the M team which are so useful that from here on in you shall be known as Nicholas 'Cor what a Slimmy' Rowan:



K5BK B7CZ B8CF 8693 BKCD 8891 KBBS BDCC

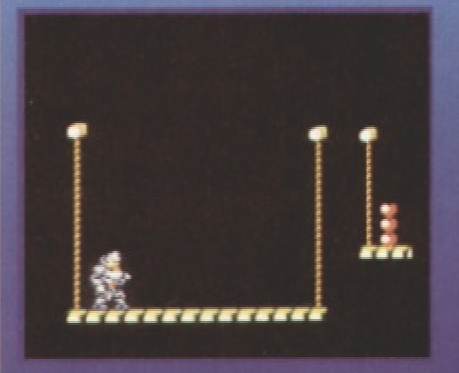
If you have a right-handed pitcher against a right-handed batsman and throw a right curve pitch with slight right aftertouch, the batsman can't hit it. This also works with a left everything.

CHAMPIONS OF EUROPE

Get to the semi-finals and make sure it's a 0-0 draw at half time. Go to the QUIT sign and voila - you're in the final. Thanks for that one, Dave Shannon from Liverpool.

GHOULS 'N' GHOSTS

This tip from Liverpudlian David Shannon, is so good it's spooky. For a touch of invincibility, pause the game while playing and press B — so simple!





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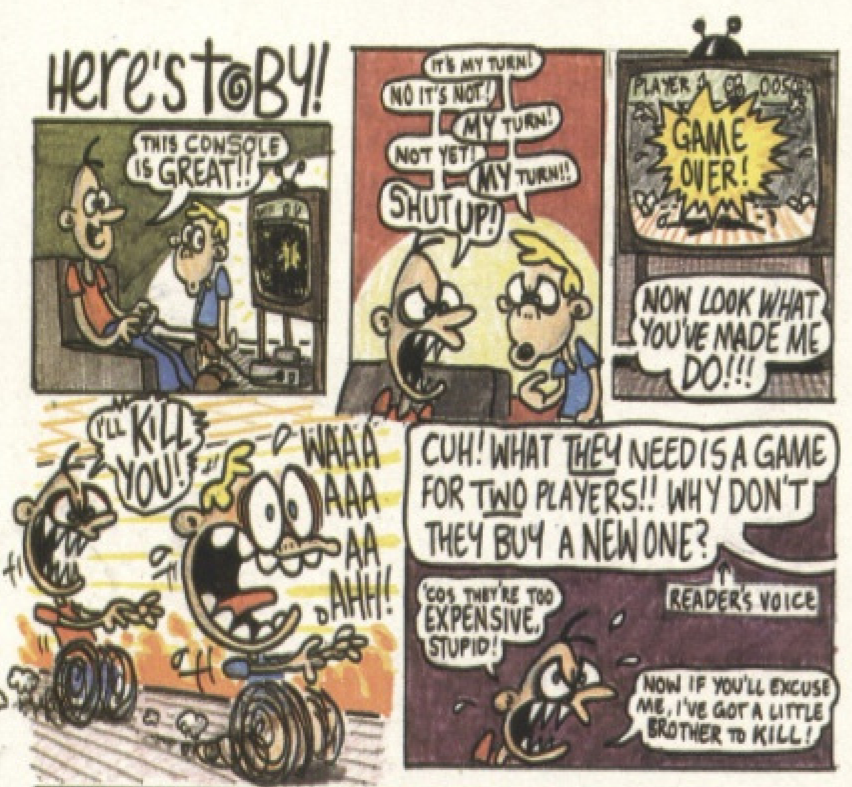
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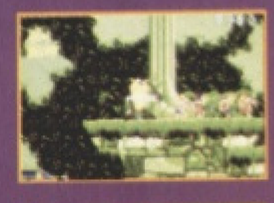
MEGADRIVE

1 ALIEN 3
2 LHX ATTACK CHOPPER
3 EUROPEAN CLUB SOCCER
4 TAZMANIA
5 CHUCK ROCK
6 AYRTON SENNA'S SUPER MONACO GP II
7 CRUE BALL
8 GREEN DOG
9 ROAD RASH
10 AQUATIC GAMES







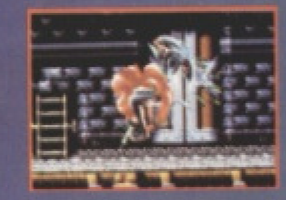




Flying Edge's Alien 3 - the goodly Megadrive conversion of the somewhat naff movie - is hanging in there at the top spot with LHX Attack Chopper, EA's superb flight sim cum strategy jaunt, leaping in at number two whereas further down, we've got a couple of new entries bombing up the charts. But can they all keep their places next month when a string of new corkers hit the streets? Tune in next month - if the anticipation doesn't kill you first.

MASTER SYSTEM

1 ALIEN 3
2 CHUCK ROCK
3 GHOULS 'N' GHOSTS
4 OLYMPIC GOLD
5 NINJA GAIDEN
6 WIMBLEDON TENNIS
7 SONIC THE HEDGEHOG
8 SUPER KICK OFF
9 XENON II
10 ASTERIX







Well at least we've got a new entry this month unlike last issue when it was just a massive reshuffle. And this shiny new offering has shot straight into the number one spot - it's Alien 3 from Flying Edge and like it's 16-bit counterpart it's mega. Virgin's decidedly spiffy platform romp Chuck Rock has scrabbled its way to second place and as for the rest - yup, it's just another chop and change. Come on software companies, get your acts together and get us some new Master System games - nowish.

ARTS

Yes, it's that time again, when we feed all you would-be market researchers with all the up-to-date information on who's selling what and how many. Ho hum, well here goes...

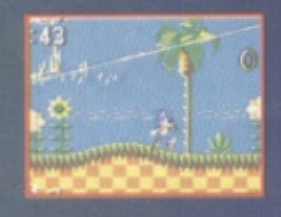
MEAN MACHINES MEGADRIVE CHART

1 ECCO
2 PGA TOUR GOLF II
3 STREETS OF RAGE II
4 ROAD RASH II
5 SONIC THE HEDGEHOG II
6 MEGA-LO-MANIA
7 WORLD OF ILLUSION
8 EA HOCKEY
9 FLICKY
10 JOHN MADDEN'S 92

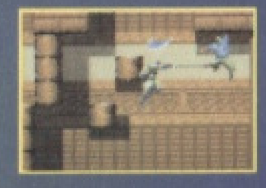
Because we at Mean Machines are in the privileged position of seeing all the new releases before anyone else we've decided to compile our own definitive Mean Machines Sega mega chart - not easy when everybody's got different ideas. However, after Gus had wrested Paul into a double-back Glaswegian headlock and Rad had been hung from the ceiling by his nose-ring, Richard and Jazza finally came up with this definitive list. Next month, we'll do you our very own Master System chart - if we feel like it that is, you lucky lucky people...

GAME GEAR

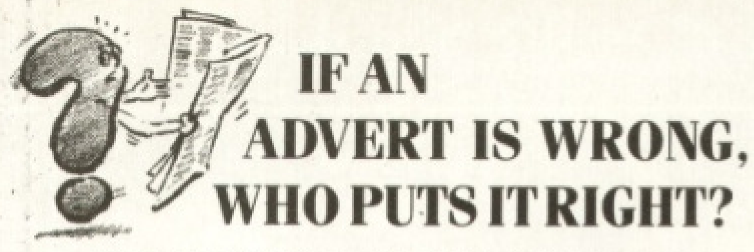
1 SUPER KICK OFF
2 OLYMPIC GOLD
3 SONIC THE HEDGEHOG
4 POPILS
5 WONDERBOY III
6 SPACE HARRIER
7 MICKEY MOUSE
8 SUPER MONACO GP
9 DONALD DUCK
10 SHINOBI







Knocking Olympic Gold from the top spot is Super Kick Off, the hand-held miracle from US Gold that's undoubtedly the best soccer game around. Unsurprisingly and damn dis-appointedly, the rest is just a swings and roundabouts change around of last month's chart because there are still no new releases. But without a doubt, next month something's got to give and it's a fair bet that it'll be the number one pedestal.



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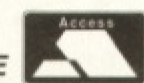
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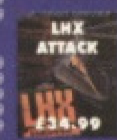
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SKILL LEVELS :ONE
RESPONSIVENESS:OKAY

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ORIGIN

Wonderboy was originally a Sega coin-op, converted to the Master System ages ago. This is yet another sequel, in the mould of Wonderboy .

HOW TO CONTROL



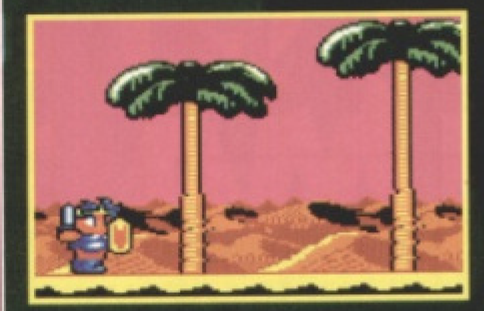
1 ATTACK-

2 JUMP

P INVENTORY

HOW TO PALY

PUNCH ATTACK-Push the button rapidly for light attack
PUNCH ATTACK-Push the button rapidly for light attack







▲ ***Ooh! Wonderboy does battle with a massive, deformed monster. Wow.***

◄ ***It's the man himself: Shion the Wonderboy!***

WONDERBOY IN MONSTER W

Fresh from freeing himself from the curse that turned him into a wretched, deformed Dragon-Man, Shion the Wonderboy was feeling rather happy with himself... and why not?

But that was before the monsters arrived from another dimension, spreading fear, evil and destruction throughout the fair land that is Wonderboy's home. Deciding that demonic infestation of his country isn't for him, Shion decides to grab his trusty sword, Gradius, and set off on an all-new adventure. His aim: to rid the kingdom of every monster that dares set foot in it!

Wonderboy in Monster World takes the basic game style of Wonderboy III, incorporating the scrolling platform action with meanie-bashing and puzzle-solving. Do you have the necessary IQ and arcade skills required to take Shion to victory against the monsters?

INTERACTION CENTRAL

You won't get very far in this game unless you talk to every one of the characters walking around the towns, castles and forests. Just stand next to them and press up to let them speak their words of wisdom. Often, these helpful souls hand you the solution to a puzzle on a plate!

► ***"What's a good-looking angel like you doing in a celestial paradise like this?"***



GOLD 1313 F ?

IT'S A KIND OF MAGIC

Shion has access to six different magical powers in his latest adventure. Fire Storm is handed out at the beginning of the game and homes in on meanies, burning them to a crisp. Other spells available include Return (useful to escape a tricky situation), Thunder and Shield (guess what they do!). These other magical spells are awarded later on in the game. Use them with care!

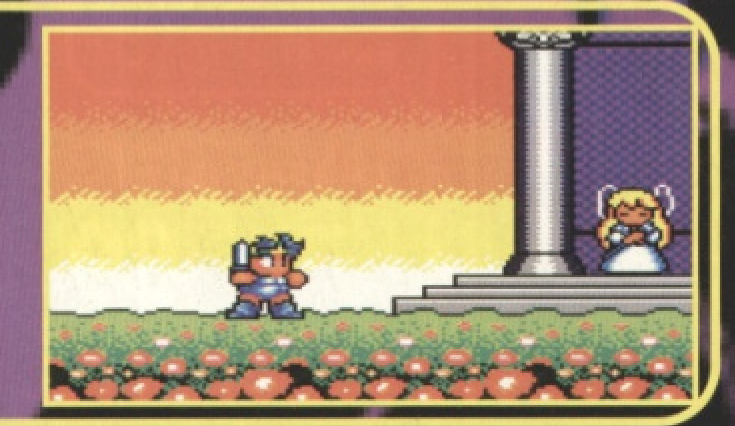
▲ Oh no! A mutant flying sock is after me!

Check out the exciting castle turrets of the main settlement in Wonderboy.

RBOY WORLD



▼ Mutant mushrooms of immense destructive potential abound here.







◀ Oh no! It's the sad shuffling sprites of doom! Save me! Save me!

▶ Even the tree trunks are happy and gay in Monsterworld...



SELECT SCREEN FRENZY

A press of the Master System's PAUSE button reveals the inventory screen. This enables you to change the current weapon, armour, boots, shield and special item that Shion is carrying or using. The option also exists to change the magical power Wonderboy has selected.



COMMENT

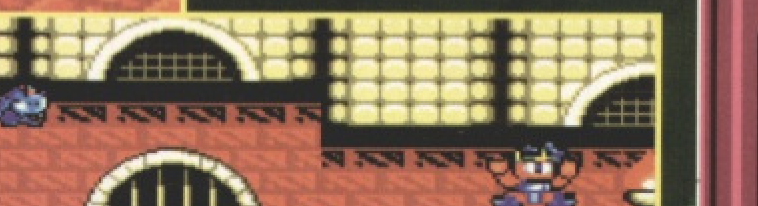
Well, just like Wonderboy III, Wonderboy in Monster World is a vast, sprawling arcade adventure with loads of hours of adventuring contained therein. I spent a few hours on the game before realising that I'd rather plug in Wonderboy III for a play - it's a lot more playable, exciting and challenging. This game just seems to be a case of killing monsters, solving the odd puzzle, finding the next boss and beating it up. The graphics are pretty good and depict the action well. The sound consists of slow, annoying tinkly tunes in which the Master System seems to excel. I think this game will go down well with Wonderboy III fans after a new challenge because it is quite a good laugh, but they'll probably whiz through it because it isn't really that taxing. For Master System owners after the definitive RPG/arcade adventure, Wonderboy III still reigns supreme.





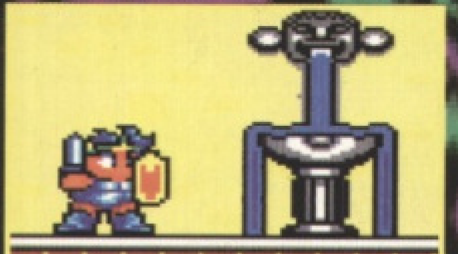
▲ *Underwater excitement.*

▼ *Dungeon frenzy.*





▼ *Wonderboy has a drink.*





▲ *Wonderboy enters a dingy dungeon. Ooh, spooky!*

COMMENT

The Megadrive version of Wonderboy in Monsterland was one of the best games of the summer, so I was a bit miffed when the office copy went 'awa'. Now I've no need to worry, because the Master System version is almost exactly the same! The graphics are really, really neat with some excellent sprites and colourful backdrops, well in excess of the average Master System game. The actual game itself is the same brilliant mix of clever time-consuming puzzles and monster killing. The puzzle of the Ocarina and the fairies is the same, and all the layouts are identical. Wonderboy is a healthy looking sprite, and very responsive to the controls. The depth of the game is massive, with hours and hours of brilliant gameplay before the end is reached. Again, this is one of these reason to get a Power Base convertor - or even a Master System! Because Monsterland is one of the best arcade adventures ever!

GUS

YE OLDE SHOPPING ARCADE

In every one of the towns in the game, Shion finds inns and shops guaranteed to help him out on his quest. For a nominal fee, inns enable Wonderboy regain any lost energy (and indeed save his current position). Shops are essential in upgrading Shion's weaponry and armour. Just walk under the object and press up to see if you have the necessary cash required to purchase the item.





PRESENTATION

51

▲ The password option is the only decent presentation point.
▼ Otherwise a bit of a presentation debacle.

GRAPHICS

79

▲ Nice, colourful backdrops abound.
▼ The sprites are a tad pathetic.

SOUND

40

▼ Sadness incarnate in the form of tedious, tinkly tunes and inappropriate effects.

PLAYABILITY

86

▲ A decent combination of combat, exploration and puzzle-solving. Very easy to get into as well, with a large quest to get your teeth into.

LASTABILITY

89

▲ A massive quest contained in the cart that should have you coming back for months in order to complete it.

OVERALL

88

Not as good as Wonderboy III, but still an excellent arcade adventure offering a great challenge.

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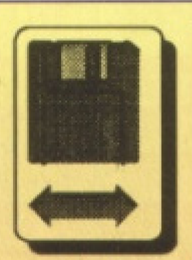
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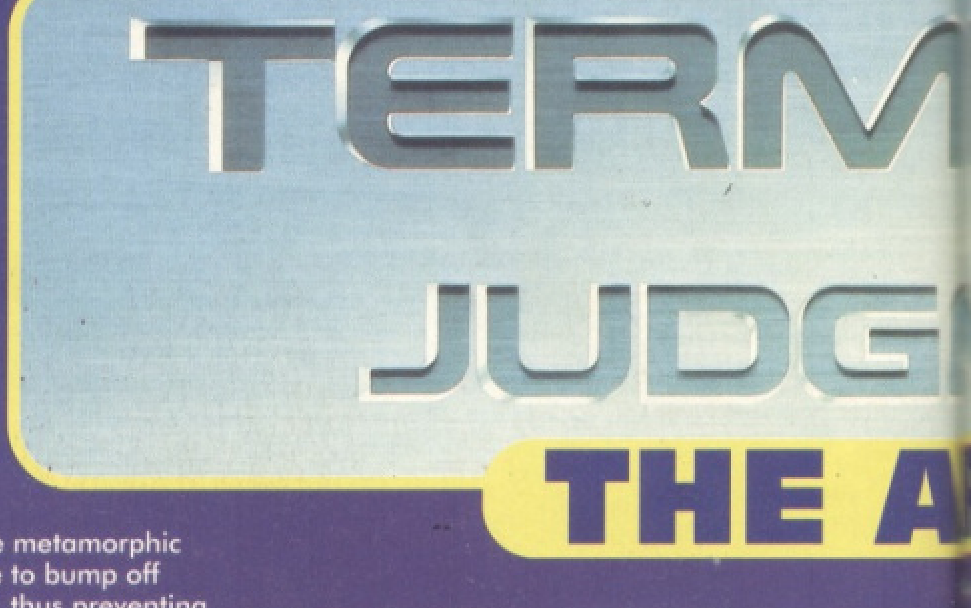
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CONTINUES:5
SKILL LEVELS:1
RESPONSIVENESS:GOOD

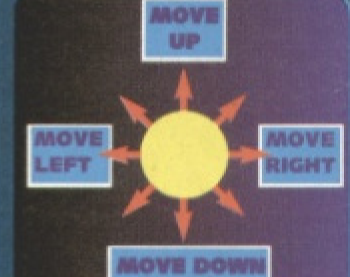
1ST DAY SCORE

400,000

ORIGIN

A conversion of the popular light-gun based coin-op, itself licenced from the megabucks film sequel to the James Cameron original.

HOW TO CONTROL



A Fire machine gun.

B Fire homing missiles.

C Not used.

S Pauses the game.

HOW TO PLAY

Use your Menacer light gun or joypad to blast the living daylights out of the machine army.

As the old saying goes, a Terminator never forgets. This is bad luck if your name happens to be John Connor and you are the future saviour of the human race. See, in the year 1996 a nuclear strike is called by SkyNet, the American defence computer which figures the easiest way to save humans from themselves is just to kill them all now and have done with it. The survivors of the holocaust then faced a bitter war against SkyNet and its robotic minions. The human race was saved for the most part by the leadership of Mr Connor. However, in a last-ditch attempt to save its own diabolical scheme, SkyNet is sending a horrible metamorphic killer robot, the T-1000, back in time to bump off Connor whilst he is still a wickle boy, thus preventing him from doing anything at all to further the human cause.

Luckily, the human resistance got wind of the proceedings and are themselves sending an old captured and reprogrammed Cyberdyne Systems Terminator back to protect the kid. As you may have guessed, you play that Terminator, and it is your job to destroy everything SkyNet throws at you and John, destroy the existing Terminator and blow up the Cyberdyne Systems lab to prevent Terminators ever being invented. This operation is performed in a first-person view Operation Wolf-esque shoot 'em up, controlled by either joypad or Menacer light gun if you're lucky enough to own one.



▲ *Aagh kill death aieee budda budda blam.*



COMMENT

Terminator 2 is about as good a conversion of the spectacular coin-op as could possibly be expected. The graphics of the arcade machine are impossible to reproduce on an Megadrive, but the programmers have had a darn good try and the results are none too bad. The sound is okay, the tunes are a bit dull, but there's plenty of crunchy death effects and some (dodgy) sampled speech. The gameplay is a little harder to define. With a joypad, the cursor is fast moving enough, but a little unwieldy. Also, as the cursor colours are the main colours used in all the futuristic levels (blue and red) it's easy to lose track of where you're firing exactly. However, with a Menacer things are completely different. Terminator 2 has got to be the greatest light gun game going, far superior to the average duck shooting or firing ranges. Terminator 2 is the sort of game which makes buying a light gun justifiable. If Sega sign up more titles like this (perhaps their own Line of Fire would be nice) and keep the standard up, the Menacer could be a big hit. However, joypad players should give this a miss.





▲ *Shoot at the Terminator, shoot at the Terminator you fool!*



INATOR 2 MENT DAY RCADE GAME



TERMINATORS ARE YOUR FRIENDS

Fans of the T2 film (although of course *no one* under 15 will have seen it *at all*) will remember Arnie's solemn promise not to kill any humans. This oath is carried over into the game too. Should you accidentally kill any humans, there is a severe points penalty imposed upon you. So think once, think twice, think don't deliberately shoot up all the resistance just for fun.

GO ON, RUN, SAVE YOURSELF

Though self-preservation is an essential factor in Terminator 2, there are times when the livelihood of others is more important than your own. On these levels a key figure must be protected from injury by you shooting all the threatening enemies in sight. On one such level, John Connor is driving a jeep to SkyNet HQ in order to finish the machine menace once and for all. It is your job to knock out all the Hunter/Killers and Terminators who attack the jeep before they have the opportunity to destroy it. Other levels see you protecting the young John Connor as he sprints around a heavily guarded laboratory, and save Sarah Connor from her doom as she plants bombs around Cyberdyne Systems HQ.

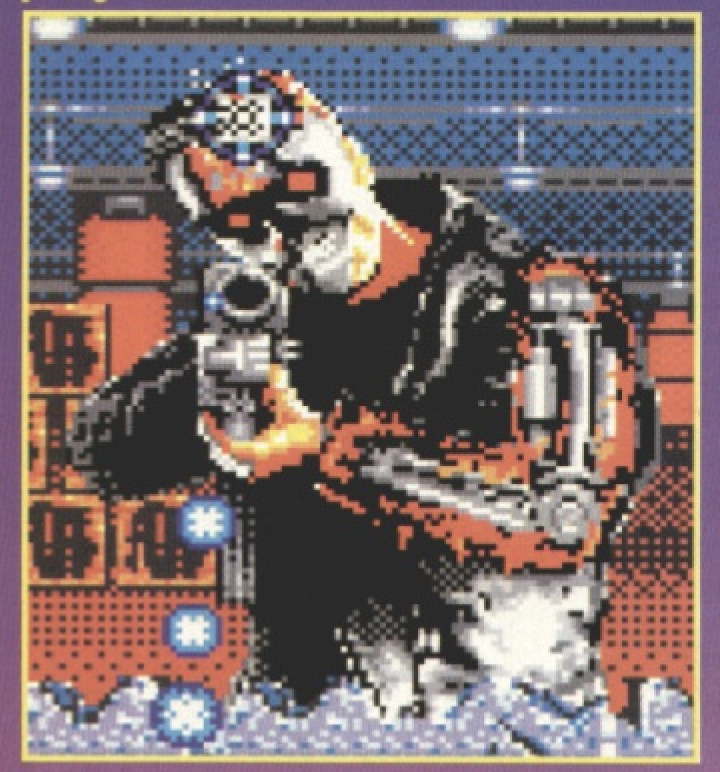
▼ ***Mind the giant grimacing endoskeleton, Marlon.***

REVIEW



▼ Yoinks! Doom ahoy for Arnie.

▼ If the wind changes you'll stay like that, young man.



SHOOT! KILL! AAARGH!

As a Terminator, you may be a bit hard, but against such overwhelming odds your rapid-fire machine gun won't keep you alive for long. The problem is it has a tendency to run down after prolonged periods of fire, leaving it with a pathetic fire rate. Not shooting for some time allows it to regenerate, but in the meantime you're a sitting target for the SkyNet forces. Fortunately, customising your gun is made easy by the many supply crates left lying around by the resistance. Shoot these and they reveal their contents in icon form. Shoot the icon and the power-up is yours.The goodies available are listed here:

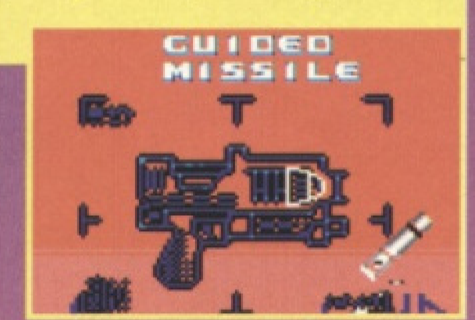
RAPID FIRE RECHARGE: Recharges your weapon to full power. The most common power-up and very handy indeed in tight spots.
WEAPON COOLANT: Recharges your weapon and stops the weapon heating up so quickly, giving you more fire time before your shot rate dwindles.
PLASMA PULSE GENERATOR: Allows your weapon to shoot super-powerful plasma bolts for a short period of time.
SMART BOMB: Instantaneously destroys everything on screen when shot.
SHIELD: Protects from all attacks and damage for a limited period of time.
GUIDED MISSILES: Fire and Forget missiles with limited homing abilities and great destructive potential. Indispensable against Hunter/Killers and bosses.
COIN: Replenishes a certain amount of the energy of whomsoever shoots the icon.
T2 LOGO: Shoot this tiny joy bundle for an extra credit.
ROULETTE This excellent icon randomly selects one of the following

POWER-UPS
100000 POINTS: A large pointular sum is added to your score.
EXTRA POWER: The firepower of your gun is permanently boosted.
10 ROCKETS: Bestows an an extra 10 guided missiles upon your personage.
500000 POINTS: More points than you can shake a stick at are awarded to the lucky player.
SMART BOMB: Same effect as smart bomb icon.
SHIELD: Same effect as shield icon.
FULL RECHARGE: Recharges both your gun and your energy to full.

COMMENT

The graphics are very impressive and the sounds are decent too, but the game itself? Well, that depends on the control method used to play it. With a Menacer it's fairly tough (as long as you stand a reasonable distance from the screen) and it certainly proves to be addictive and thoroughly enjoyable - easily one of the best light gun games I've played! But with a joypad it's really boring. The on-screen sight makes it far too easy to blast the targets, and I finished the entire game on my first go! Doh! If you've got a Menacer, this is obviously a good buy. If you haven't, it's a goodbye.









PRESENTATION 91

▲Loads of digitised scenes from the film and great in-game presentation. The options are easily accessible.

GRAPHICS 89

▲Smart sprites and backgrounds. It's all very atmospheric and reminiscent of the film.
▼Could do with a few different colours in there, no matter what James Cameron reckons.

SOUND 79

▲Loads of effects, samples and tunes to give your ears something to think about.
▼Sadly, the tunes, effects and samples aren't really all that good, although they do their job.

PLAYABILITY 83

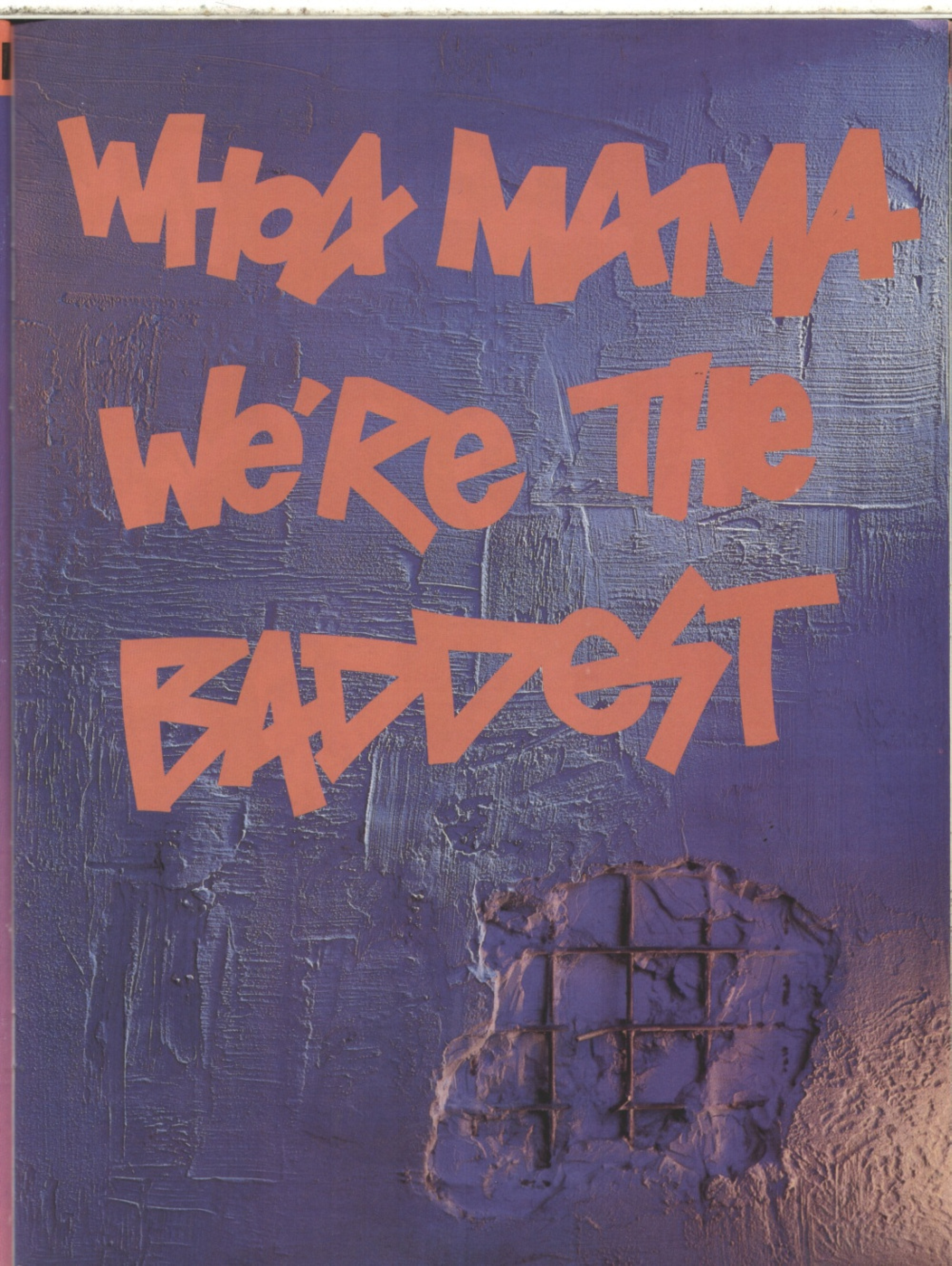
▲Fast and furious with the Menacer, with loads of things to blow up.
▼Joypad players will be put off by the cumbersome and easily-lost cursor.

LASTABILITY 65

▲Two player mode adds excitement and as it has some substance the game will last longer than its novelty value.
▼That said, it's pretty easy to complete.

OVERALL 75

The first real light gun game which has anything to offer. Menacer owners should definitely buy it, but joypadeers should leave it alone.


WHOA MAMA
WE'RE THE
BADDEST





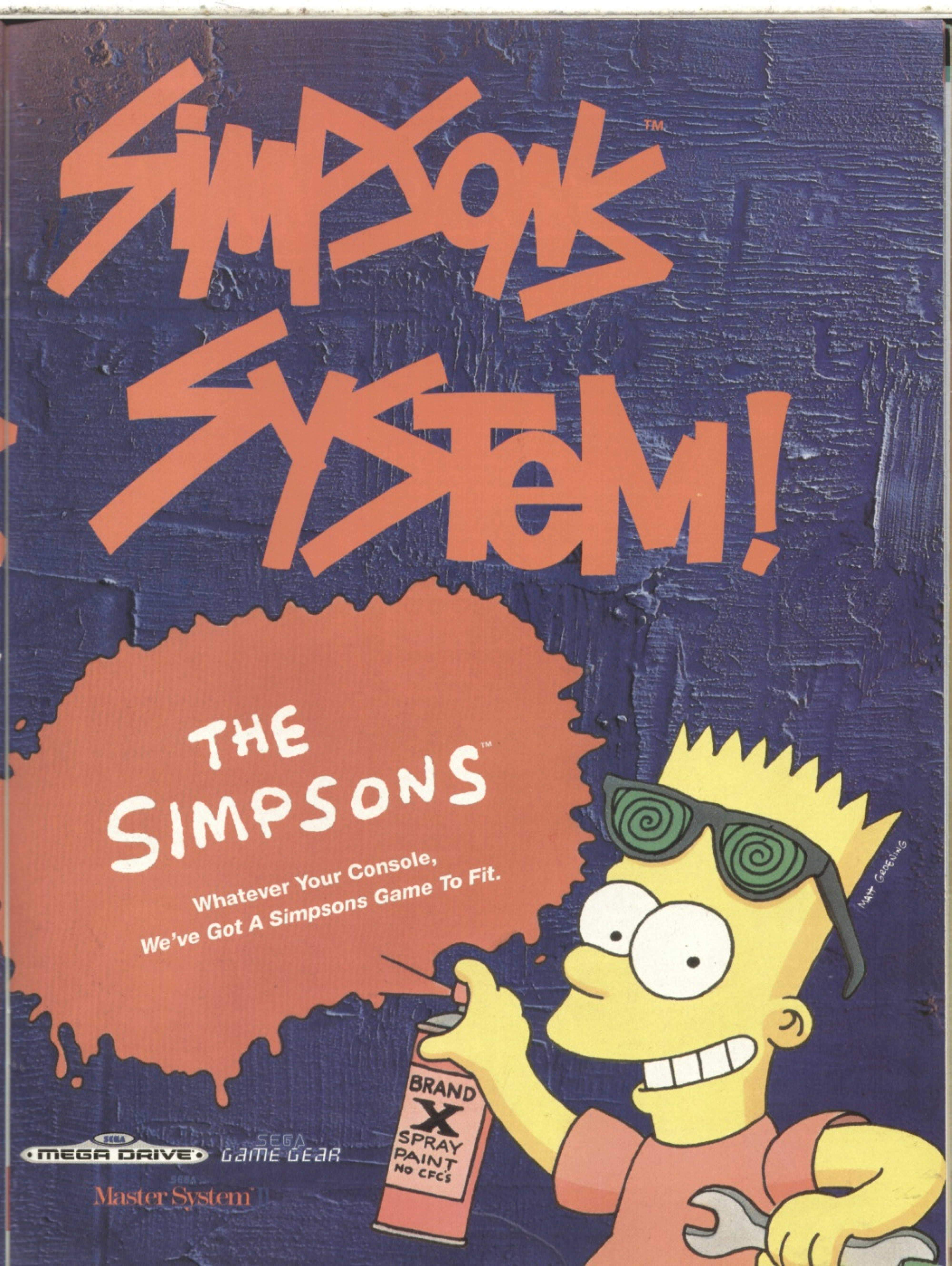






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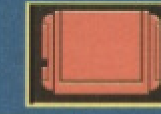
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OPTIONS

CONTROL: JOYPAD
GAME DIFFICULTY: HARD
CONTINUES: 20
SKILL LEVELS: 3
RESPONSIVENESS: EX-CELLENT

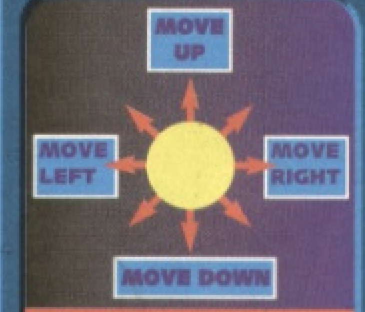
1ST DAY SCORE

SEWER LEVEL

ORIGIN

A platform beat 'em up based on the zany antics of a group of comic characters.

HOW TO CONTROL



A Attack with main weapon, fast forward through text.

B Jump, fast forward.

C Launch secondary weapon, fast forward through text screens.

S Pause, end text scenes.

HOW TO PLAY

Guide your characters across eight platform levels laden with adversaries, traps and other dangers.

It's tough being a cyborg, just ask Professor Kildare. He was programmed by his creators to redevelop an Earth shattered by biological and chemical weapons unleashed during World War III. This task involves reverting all the now-mutated population of the planet back to their original forms - easier said than done. Still, at least he has perfected a method by which to do this, and his experiments with six subjects have proved more than successful. Now, his half-dozen combat-trained Ex-Mutants wage war on the evil mutant overlord known as Sluggo.and his vile minions.

However, disaster has struck, with four of the team having been kidnapped by Sluggo whilst on a dangerous mission into enemy territory. It's now up to the remaining pair, Shannon and Ackroyd, to travel across the nine desolate wasteland levels, killing as many of Sluggo's cronies as possible, rescuing your teammates as you find them and hopefully putting a stop to the Sluggo menace once and for all.



GIVE 'EM A GOOD BOMBING

The Ex-Mutants are obviously taking no chances and are determined to get themselves as well tooled-up as possible. Along with their primary weapons and power-ups, Ackroyd and Shannon also have access to the secondary weapon of their choice from the following list:



GRENADES These hand-thrown projectiles explode on first contact.
BOUNCING BOMBS: A second-generation grenade, these explode only on contact with enemies, and bounce harmlessly off walls or floors.



LANDMINES: These stay put once dropped and explode only when trodden on by an enemy. Good for disposing of pesky mutants giving chase.

EXPLOSIVE CHARGES: These time-bombs explode only once their short fuse has run out. Useless against foes, but good for blowing up doors, walls and floors.
HOMING ORBS: Although no more powerful than an axe-swing, the homing orbs track their foes relentlessly and explode once they make contact.

Up to three of these weapons may be thrown at once, although they come in limited supply, with more icons being needed to re-stock. Only one secondary weapon may be held at once.



▲ *Death from all angles for the boy Ackroyd.*

P-P-P-PICK UP A HUMAN

The budding Ex-Mutant player has a choice of two characters for their adventure - Shannon or Ackroyd. Each character has their own strengths and weaknesses, along with their own armament and special weapons.



ACKROYD: Ackroyd is a slow-moving character who wields a rather clumsy battle-axe. Although this means his fire rate is slow and his range is limited, the axe deals out a fair wallop of damage. Ackroyd's muscular physique also provides him with eight units of energy, one of which is lost every time he is hit.

TANTS





▲ Axe-ellent axe-tion from Ackroyd and his enemy.



▲ Ewok village style fun here.



SHANNON: Shannon's slighter frame endows her with a mere six units of energy, but she makes up for this in the speed of her movement and much faster attack rate. However, although her nunchaku whirl out death at a quick rate of knots, they do far less damage than Ackroyd's axe.

ENLARGE YOUR WEAPON

Although Ackroyd and Shannon both start the game armed only with their hand weapons, they are able to pick up other handy weapons which fire alongside their regular devices, giving their attacks increased range. These weapons are lost when your character dies.

SHANNON

NUNCHAKU: This icon allows Shannon to throw flail heads from her nunchaku. These are unpredictable, but reasonably powerful.



SHURIKEN: Five of these fast-firing Ninja weapons shoot from Shannon's weapon once this icon is collected. Pretty powerful with a stable flight path, these are the far superior power-up.

ACKROYD



THROWING AXES: These fire in a similar way to Shannon's flail heads, arcing over enemies. However, they're very powerful and are extremely useful should you be able to get the hang of them.



DAGGERS: Firing straight and true, the daggers are a good bet for accurate targeting, but they're fairly weak compared to the axes.





▲ Open the box! Take the money!



▲ Mind the bubbling pit of laval death, Marlon.



▲ The all-important battery.

COMMENT

Ex-Mutants will be most loved by those people who believe you don't have to be beautiful to be a benefit to society. The graphics are not so much bad as ropey, a little small and fuzzy, but (cliche coming) they do their job. The game itself is a lot more fun than the look suggests. The levels are big, and filled with surprises, and the game doesn't appear to take itself to seriously - circular saws indeed. It's tough enough to provide some value, even with all those continues. Looking closely, you see some of the bosses and traps are inspired by Konami's Castlevania series. One feature, that doesn't cost much in memory space, is the complex story-board which intersperses the levels. This shows the programmer's attempt to give the game some individual character, which is hard enough given that it's basically an amalgam of umpteen platform games. Ultimately, it's not the best at anything, but far from the worst of all.

COMMENT

Ex-Mutants rather plain looks belie its fantastic playability. The sprites are pretty feeble all round, ranging from rather poor main sprites to some, quite frankly, crap bosses. Still, that matters not a jot. Not even the dull tunes make a difference, although they're barely audible over the fairly good effects anyway. Ex-Mutants is a fast and responsive platform beat 'em up with loads going for it. There's always something going on and there's constantly millions of things to kill rushing on-screen. The sprawling layout of the levels means there's plenty to explore on your way to the exit, not forgetting to pick up that all-important power cell on the way. Not only is Ex-Mutants highly playable, but it's rock hard too! Even with the large number of continues (although thankfully they are limited) it should takes ages to complete. Even once you have beaten it, Ex-Mutants is the kind of game you'll keep on playing just because it's such a laugh. If you're despairing of the current state of Megadrive difficulty levels, grab a copy of Ex-Mutants most speedily.





GONZALES CAPERS AHOY

At three points during the game, the player is whisked off to a speed level. Here, their Ex-Mutant is seen riding some high-velocity object. The first speed stage sees your hapless hero on a bumpy mine cart ride, with falling boulders and spiky rocks to dodge, along with enemies to kill of course. The second stage is on a floating log gushing down river, with any number of aquatic enemies for the destroying . The third and final speed stage is set on the top of a moving subway train. Along with the myriad of hazards and enemies to battle, the tunnel also has a dangerous radioactivity level, so your character has to reach the front of the train before they are fatally irradiated!



▲ *This tube vandalism's going a bit far.*

▼ *Ride the log, ride the log you fool.*



ICON TINA TURNER

Weapons and more weapons aren't the only things the Ex-Mutants grab on their journey into fear. There is also an assortment of non-massacre related iconery to find. Take a butchers at these:

BATTERY: Professor Kildare urgently requires these to function. One is concealed in every level and you may not move on to the next stage until you have found it.
1-UP: A luvverly extra life for the fortunate Ex-Mutant who grabs this.
FOOD: Refills the life gauge by two whole units. Mmmm.
HEART: Completely refills your character's life gauge.
EXTEND: Increases the maximum capacity of your life gauge by a magnificent two units, although it doesn't heal any damage.
COINS: Worth 250 points apiece. Collecting 100 coins yields an extra life and 2500 points. All coins are lost when you lose a life though.
BAG OF COINS: Contains a paltry ten coins.
STAR: 500 point bonus.
DIAMOND: 1000 point bonus.

PRESENTATION 93

▲Loads of options, intros and intermissions, with skiploads of comic-style dialogue.
▼Although that said, the dialogue is pretty flipping cheesy.

GRAPHICS 84

▲Smart backgrounds and groovy animation add atmosphere.
▼The sprites themselves are pretty duff and aren't worth two beans.

SOUND 72

▲The effects are good and there's loads of speech which often crops up during the game.
▼The music is too quiet, too dull and too repetitive.

PLAYABILITY 84

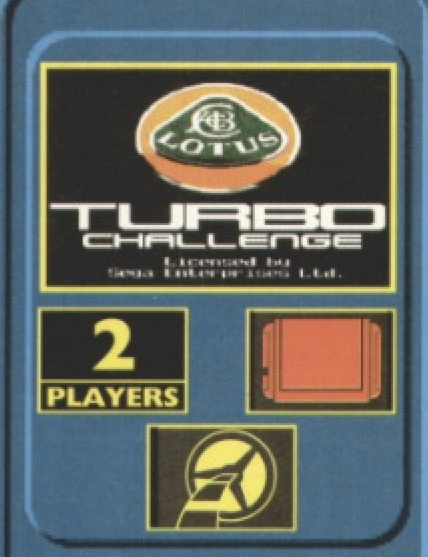
▲The game is very smooth, easily controllable and the action comes thick and fast.
▼It's not as original as it could have been.

LASTABILITY 85

▲There's nine long and tough levels to keep you going, and even once it's beaten, Ex-Mutants will still draw you back.

OVERALL 85

A great game which is, for once, enhanced by its difficulty level. A priority purchase.



2 PLAYERS

PRICE	39.99
BY	EA
RELEASE	DECEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES:PASSWORDS
SKILL LEVELS: NONE
REPONSIVESS:TOPPER
GAME DIFFICULTY:MEDIUM

1ST DAY SCORE

FOUR LEVELS

ORIGIN

This game was originally released on the Amiga as Lotus II, it being the sequel to Lotus Turbo ESPRIT Challenge!

HOW TO CONTROL



A Brake

B Accelerate

C Shout "Yee-ha!" rather loudly.

S Pause

HOW TO PLAY

Burn up the 3D motorways to reach the next checkpoint and beat the crushing time limits!



▲ FFGFGF JKUK NOFIG OPJOPMKLK OPKPO

TURBO CHALLENGE

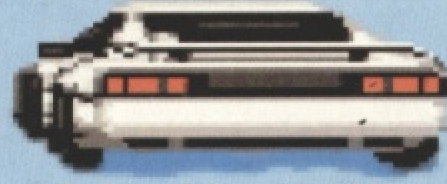
So, you fancy driving not one, but TWO of the flashiest sports cars available today do you eh? Well, unless you're an extremely lucky journalist invited up to Norwich to visit the Lotus test track, you'll just have to make do with this game.

Based around the Lotus Turbo Esprit and the Lotus Elan, this cart enables you to drive through eight different levels, up against a strict time limit. The idea isn't to come first, as you expect from a race game. Instead you just have to keep one step (or second) ahead of the time limit and reach the final checkpoint.

The Lotus authorities haven't made it easy though. Standing between you and victory are fleets of other Lotus cars anxious to claim the prize, along with massive roadside obstacles just dying for you to crash into them. Adding to the misery are the different weather conditions that affect your driving. Look out for fog, rain, and snow. Perhaps then you'd like to drive on a desert, or in two-way interstate traffic or even in the middle of the night! Whatever your driving nightmare, it's here in Lotus Turbo Challenge and then some.

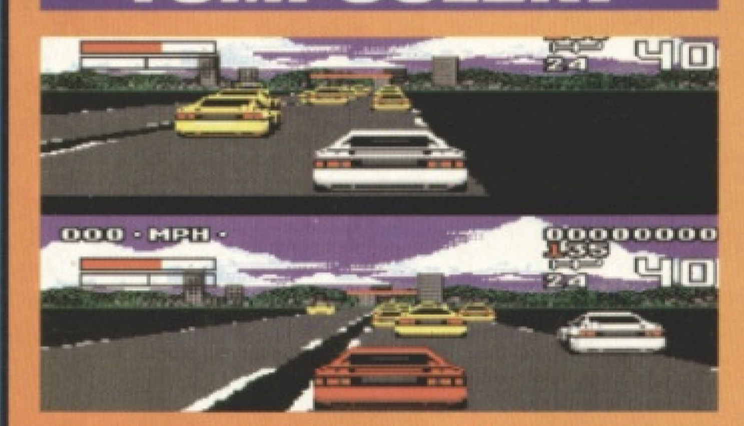


▲ *Dense traffic ahead: be warned!*



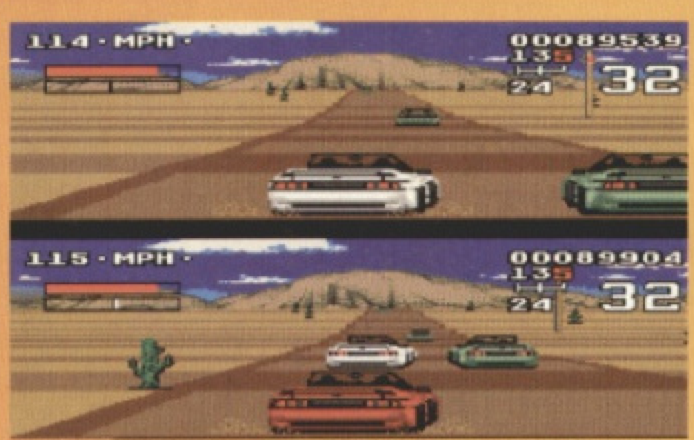
▶ *Night-time driving is especially hazardous...*

INTERSTATE TOMFOOLERY

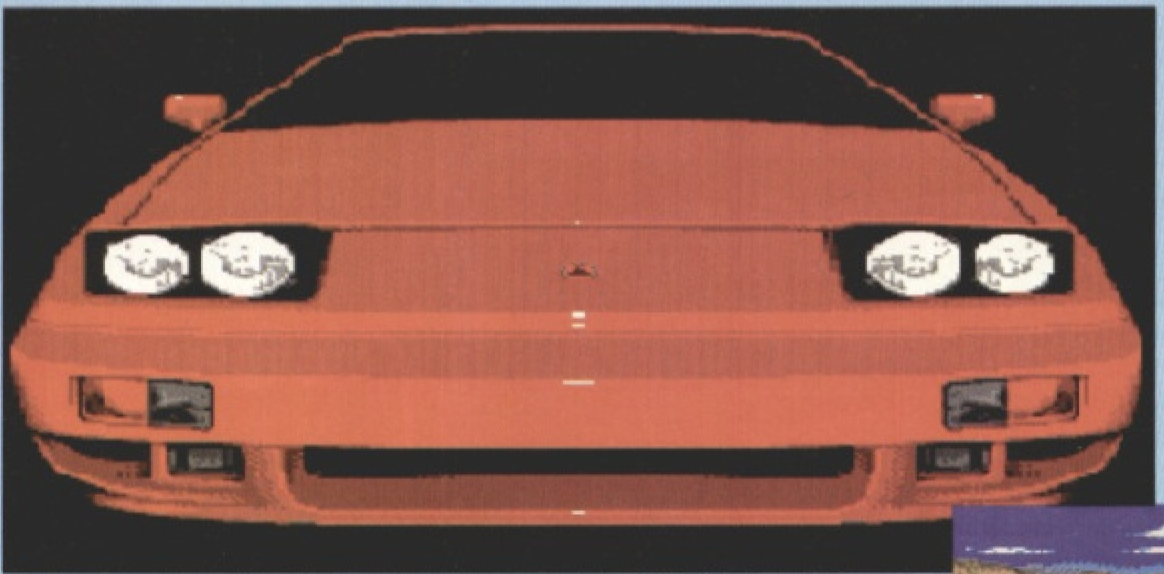


Here, you've got even more in the way of problems than usual. As well as dealing with the cars going in the same direction as you, you also have to deal with an extra carriageway of traffic travelling in the opposite direction!

DESERT STRIKE



At the desert stages of the game, the Lotus' handling is tested to its limits as you power through miles of sand-related territory. Actually, this is quite a simple terrain. Just keep on the road to avoid the sand!





▲ *Dual lane interstate action.*

ONE/TWO-PLAYER GAME

A single screen is used to depict the one-player version of the game. In two-player mode, the screen splits and players can race one another!





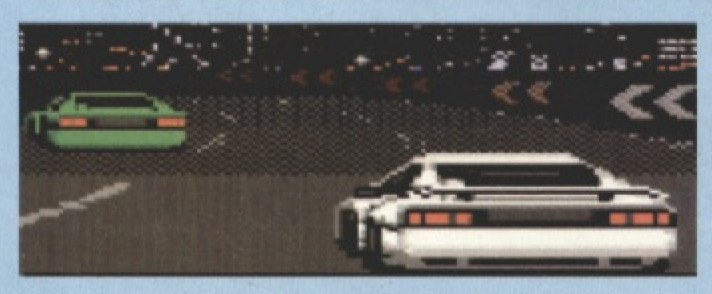
IT'S BETTER WITH ANOTHER PERSON



Lotus Turbo Challenge can be played with either one or two-players. In the latter mode, the screen is split, with each player's antics occupying a mini-screen. Unbelievably the action doesn't slow down at all, even at top speed with loads of other cars on screen!



▲ *Two-player action as the Elans take to the desert! High speed action guaranteed!*

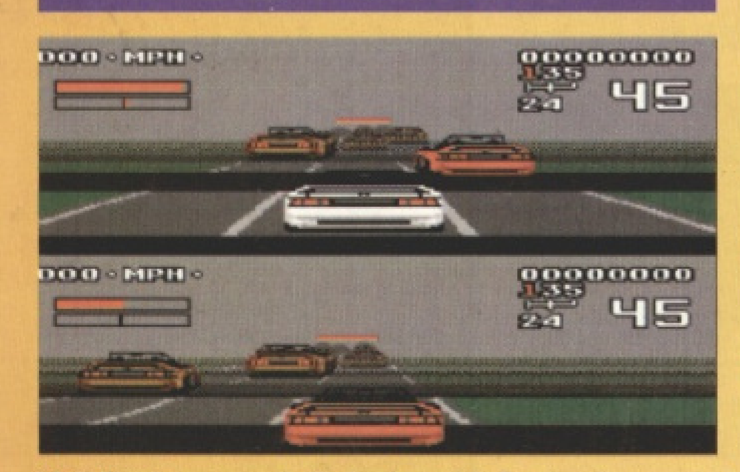


COMMENT

The graphics are a bit rough around the edges and the sound certainly isn't the greatest, but Lotus Turbo Challenge certainly dishes up plenty of high-speed thrills and spills with its superb playability. It's fun and fairly challenging with one player, with plenty of different, very varied courses, but it really comes into its own with two players. There's plenty of potential for panel-bashing, cutting up and tailgating - my favourite tactic is letting someone get up close behind me before slamming on the brakes - I zoom forward while my opponent gets left behind. Wheee! And like all really good two-player games it doesn't get boring. The thrill is in the race with the other player and not necessarily beating the game, and because of this, Lotus Turbo Challenge offers months and months of highly enjoyable and addictive racing mayhem. It mightn't have the all-round brilliance and superlative single-player action of Road Rash II, but I think its two-player mode is better - so buy Lotus if you've got lots of mates to race and Road Rash II if you're a solo speed psycho.

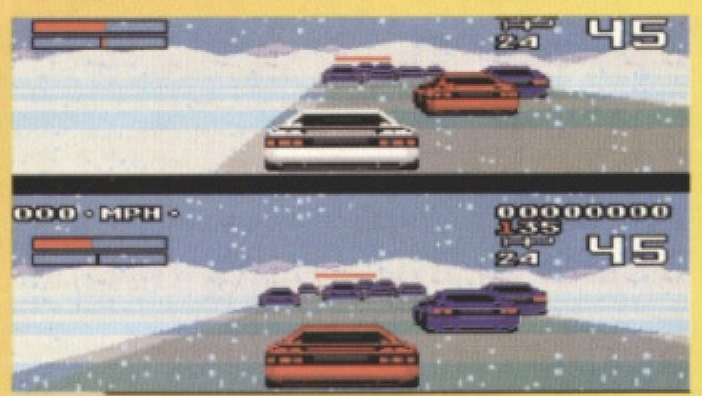


FOG FRENZY



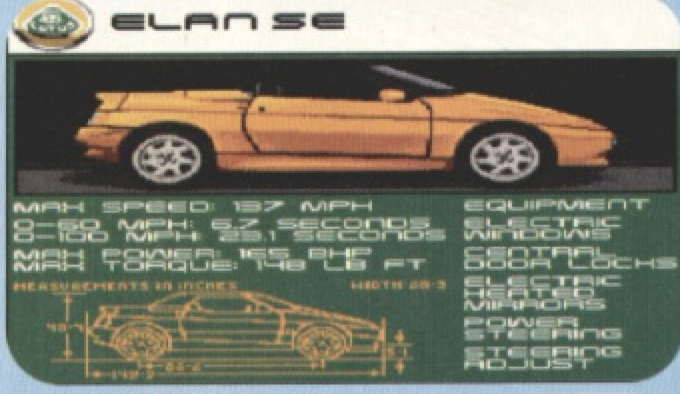
Visibility is extremely limited on this fog level, meaning that powering into the corners is made very difficult, because you haven't much warning of when they'll turn up! Luckily, you can still see cars from quite a distance.

SNOWY SHENANIGAN



The snow level is a real test of your driving skills as the terrain tends to send you sliding off the road. The biggest problem here is that you tend to oversteer. Be careful!

Check out the full technical specification of both the Lotus Turbo Esprit and the Lotus Elan! The Esprit is a lot faster...





COMMENT

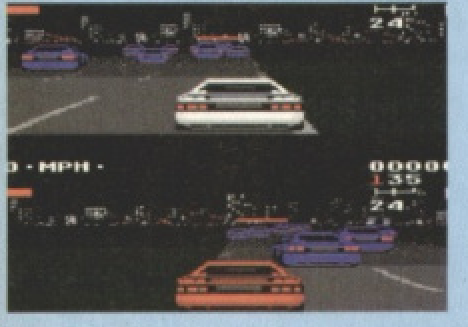
I definitely agree with Jaz on this one. Lotus Turbo Challenge isn't half as pretty as say, Road Rash, and the sound is very sad indeed. However, it's gameplay that is all-important and in this department, Lotus scores very highly. In one-player mode, it's a great laugh and extremely challenging. The two-player mode makes the game all the better. Not only are you racing against an unpredictable opponent, you're also up against some near-impossible time limits too - excitement guaranteed! Jaz and I spent loads of time working our way through the levels and really enjoyed every minute of it. I think that some of that excitement is lacking in the one-player mode, so if you're a solo player try out Road Rash II or Super Monaco GP II before checking this out. If you've got a mate who's willing to play, definitely buy Lotus Turbo Challenge.



Yet more dusk-related tomfoolery!

HAVING IT DONE OR DOING IT YOURSELF

In Lotus Turbo Challenge, you're able to choose between a manual or automatic gearbox. The auto transmission lets you concentrate on your driving while the computer takes control of the gear shift. Using the manual option, you should be able to better the autoshift's acceleration.





LONG TERM REPORT	
HOUR	■■■■■
DAY	■■■■■
WEEK	■■■■■
MONTH	■■■□□
YEAR	■□□□□



BREAKDOWN	
STRATEGY	■□□□□
ACTION	■■■■□
CHALLENGE	■■■■□
REFLEXES	■■■■□

PRESENTATION

88

▲A password feature and some pretty screens help liven up the game no end...
▼But there is not much in the way of options to change in-game parameters.

GRAPHICS

79

▲The graphics are animated pretty well and the 3D update is, for the most part, quite convincing.
▼The sprites look a tad ropey and the backdrops seem quite blocky for the Megadrive.

SOUND

65

▼Oo-er. The sound in Lotus Turbo Challenge is quite poor indeed. The speech is bit sad, the music barely acceptable and the sound effects lacklustre.

PLAYABILITY

88

▲Brilliant, challenging fun in one-player mode which is heightened when playing the game with the simultaneous two-player mode.

LASTABILITY

81

▲The two-player mode keeps you coming back again and again for a bash, even months after purchase.
▼Unfortunately, there are that many tracks which might affect lastability for solo players.

MARSH-MALLOW



One of the most difficult levels of the game. The road is surrounded by marshland, and occasionally the road dips underwater! Look out for those jumps!

NIGHT RIDER



It's time to turn on those headlights as you enter the night race of Lotus Turbo Challenge. As far as gameplay goes, this level plays very similarly to the fog level of the game. Essentially, visibility is limited, making up-coming corners very difficult to spot. Ouch.

OVERALL

84

Lotus Turbo Challenge is an excellent road racer, packed with high-speed japery and is particularly fun with two players at the controls.



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REVIEW







PRICE £29.99

BY SEGA

RELEASE NOVEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 4
REPONSIVESS: EXCELLENT!
GAME DIFFICULTY:MEDIUM

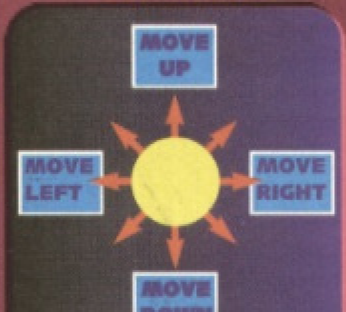
1ST DAY SCORE

17 levels.

ORIGIN

Lemmings started on 16-bit computers, and was subsequently converted to 16-bit consoles, before arriving on the Master System.

HOW TO CONTROL



1 NO FUNCTION

2 Used to select a Lemming, or to choose a job from the strip

HOW TO PLAY

Guide the Lemmings home. Helping them overcome the various hazards that thwart them.



There is a race of well-known creatures, distinguished by their complete lack of intelligence and ingenuity, who can only follow the person in front, whatever the consequences are for themselves. But enough of our trailing magazine rivals, let's talk about Lemmings!

The Lemmings have invaded just about every games system, the Master System being the latest. Sega have lovingly recreated all the 100 levels of their original wacky world with all its attendant dangers. Cliffs, acid baths, fire, and walls stand before the green ones and their goal. As they trek onward the player has the onerous task of guiding and protecting them, by employing their skills wisely. But where are the Lemmings ultimately heading? Who knows? Who cares?

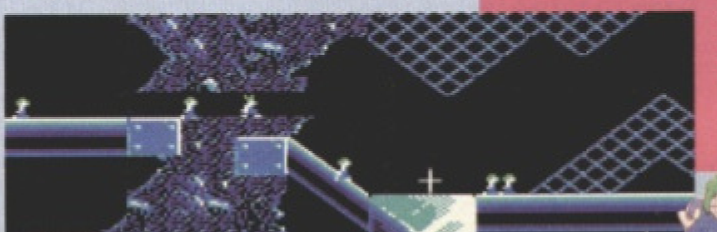


COMMENT

I'm going slightly mad. They're coming to take me away ha ha etc... And if you're not after playing this infuriating cart for a few hours you're either a liar or a smartass in which case, you're probably loathed by everyone anyway and not worth worrying about. Having said that, this is a classic conversion. Hair-tearingly frustrating but so much fun you'll be hooked as surely as a trout in a puddle being fished by a dozen anglers. Graphically superb without a hint of flicker or slow-down no matter how many critters are on-screen. It sounds great with rousing tunes and digitised speech to cheer you up as you fling yourself from the nearest window through sheer frustration. There's plenty to keep you going with different levels according to the difficulty setting. As with all formats of the game, my fave bit is when you nuke the moronic mammals when things get too tough. This is an admirable conversion and a nigh on necessary buy. Don't miss it.

LUCY

▼ OAP lemmings do the pension day dash.



BIG JOBS AND LITTLE ONES

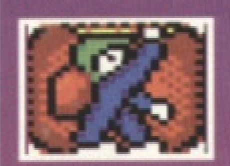
Every Lemming plays its part in society. When they fall into each level they tend to do nothing but walk back and forth. But, select a job, aim the crosshair and your chosen Lemming is transformed into any of the following eight characters:



DIGGER
No messin'. Diggers make holes in a downward style.



BOMBER
A job for kamikaze Lemmings. Bombers explode after a five-second countdown.



BUILDER
Builders make bridges. Useful for vaulting gaps and climbing steps.



MINER
These are useful for digging sloping trenches, to reach lower levels. Sadly the economic case against their jobs is inarguable...



BASHER
Bashers lash out, knocking a path through most substances.



CLIMBER
This Lemming traverses steep inclines and sheer walls.

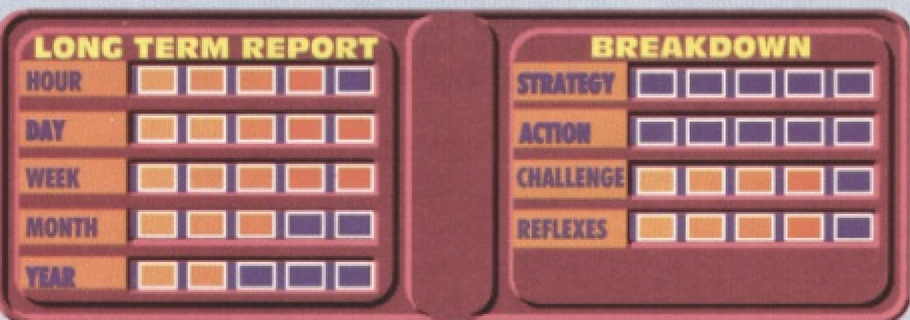


FLOATER
With his umbrella, a floater falls any distance and survives.



BLOCKER
A blocker has the job for life. He stands his ground and blocks the path.









COMMENT

I am mightily impressed by Master System Lemmings. What was originally seen as a revolutionary game, only for the advanced power of 16-Bit machines, has exploded onto this humble 8-bit system; Lock, stock and bloody barrel! The graphics, sound and gameplay are as near to the original as dammit, leaving you gasping at the achievement. Someone has found a way to get tons of sprites onto the Master System at one time, and all of them fully-animated. Despite the brilliant graphics and funky tunes, it's the gameplay I'm most satisfied with. The amazing playability of Lemmings is intact here. In fact, the faster cursor and scrolling improve on even the Super NES! The only omission, understandably, is the two-player mode. This was great fun, but Master System Lemmings happily stands as a classic without it. What MS owners should concentrate on is having 100 levels of innovative, frantic action within their grasp.





▼ ***Lemmings foiled by garden trellis!***

HAZARD COUNTY



Each level of Lemmings has a solution based on the Lemmings' skills. Some are obvious, some are fiendishly complex. Most of the time the Lemmings are safe but unable to reach their goal. However, as often occurs, some hazard presents itself that threatens to massacre every last Lemming unless you take immediate action. For example, the whirling death machine of level nine, into which every Lemming happily strolls unless you place a blocker. Level 16 harbours the treacherous fire of hell, with a long climb needed to reach heaven. Other perils include bottomless pits, and lakes of doom.

PRESENTATION 90

▲The password system, and the presentational humour of Lemmings remains intact

▼Sad, but inevitable disappearance of two-player mode.

GRAPHICS 95

▲Remarkable animated sprite achievements. Crisp, colourful and clear backdrops.

SOUND 94

▲Brilliant tunes - and wads of them. Add speech to that for an aural banquet.

PLAYABILITY 94

▲Fiendishly addictive, nothing can save you from the spell of Lemmings.

▼The new, simplified control set-up needs a little readjustment.

LASTABILITY 91

▲100 contrasting levels, tons of strategies, and steadily increasing difficulty.

OVERALL 95

A fantastic and laudable conversion. With this price tag it's incredible value, and needs instant purchase.

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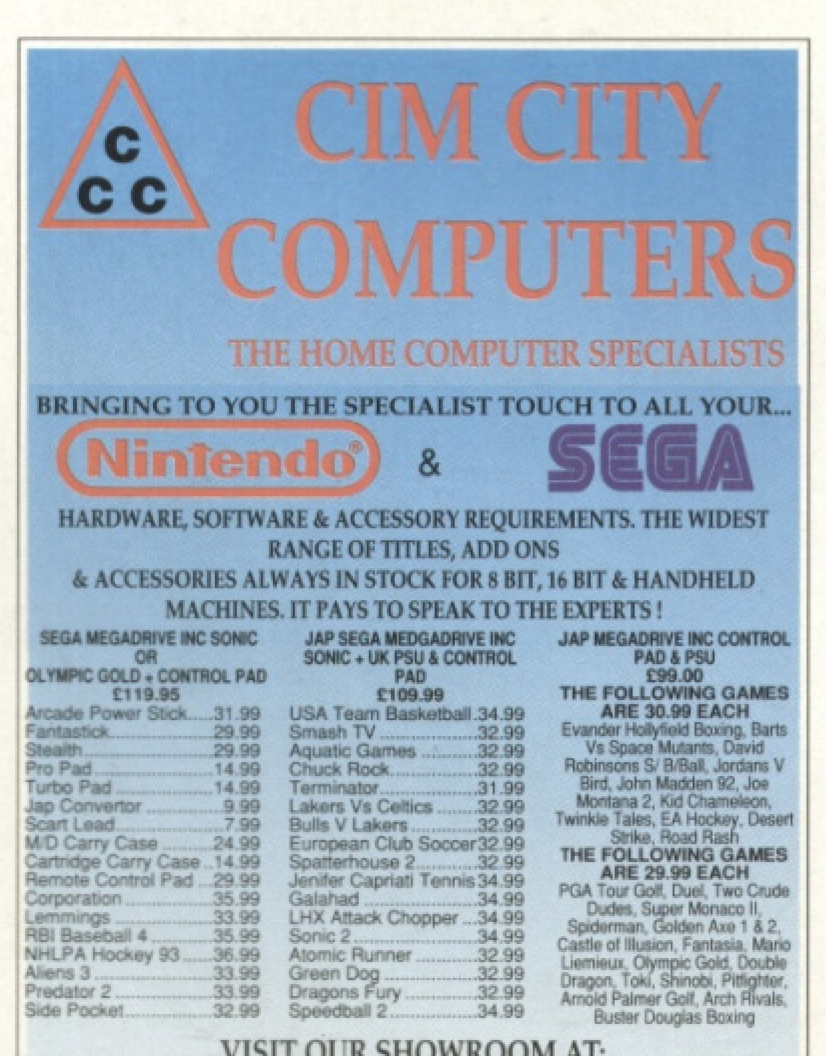
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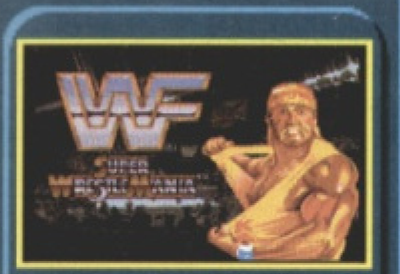
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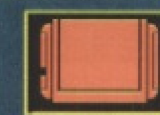
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PRICE	TBA
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OPTIONS

CONTROL:1 OR 2 JOYPADS
GAME DIFFICULTY: N/A
CONTINUES: NONE
SKILL LEVELS: 1
RESPONSIVENESS: ADEQUATE

1ST DAY SCORE

BEAT 3 OPPONENTS IN TOURNAMENT

ORIGIN

WWF Wrestlemania is almost an exact copy of the Super NES' version, also from Acclaim, but with different opponents.

HOW TO CONTROL



A This button initiates a grapple, and controls head-butting whilst grappling.

B This button is for kicking, and flying kicks.

C C is used for punching, elbowing, and for throwing when in a grapple.

S This pauses the game, and restarts when paused.

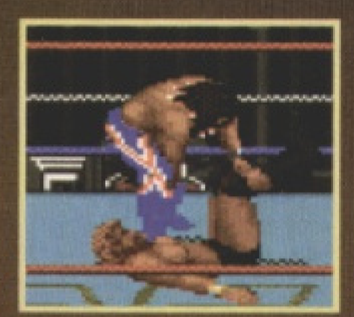
HOW TO PLAY

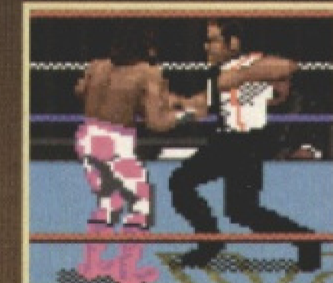
Players choose one of eight wrestlers, and using throws, blows and pins hold your opponents on the canvas for a count of three. A head-to head and tournament option are also included.

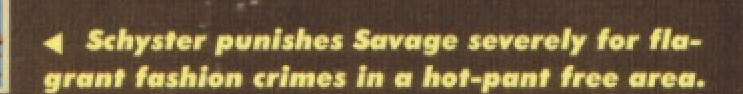
Ask your parents about wrestling and they'll tell you fondly (or otherwise) about Dickie Davis, World of Sport on Saturday afternoons and old women eating pork scratchings in the front row - yelling for blood to be spilt between each mouthful. Everyone had northern accents and beer bellies, and most wore executioner's face masks and nylon leotards (with piping).

Now it's so different. Wrestling has gone Hollywood in a big way, and suddenly the wrestlers are teen heroes again. You can see the similarities - the costumes, the complete nutters involved, and all the grunts. But now we are gripped by Wrestlemania, and it seems there's a new pzazz to the canvas ring.

Now's your chance to get a slice of knee-rending action with Acclaim's 8-man circus on the Megadrive. Play any of the bona-fide trademarked wrestlers in individual, tag or tournament format. But watch that dicky elbow, ooyah!

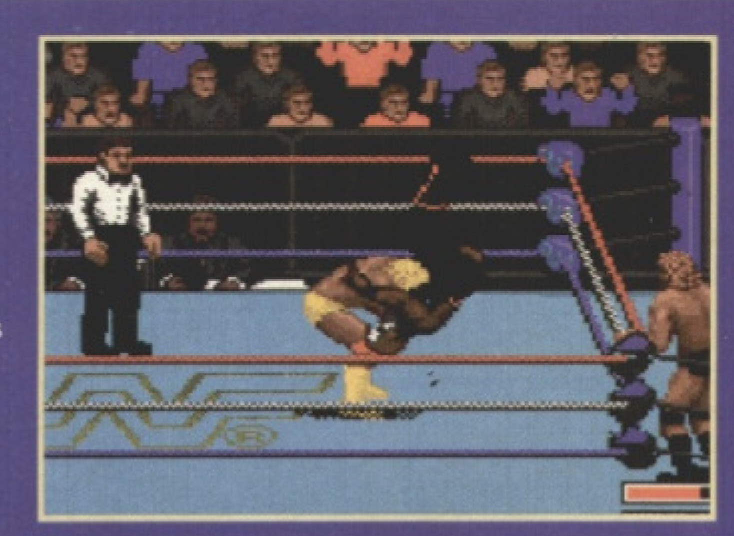






◄ *Schyster punishes Savage severely for flagrant fashion crimes in a hot-pant free area.*

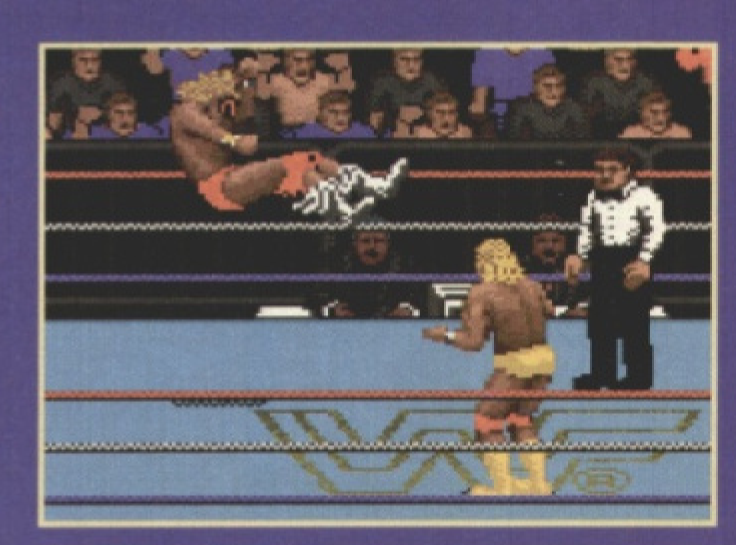
GRAPPLE WITH YOUR CONSCIENCE



At first you might want to soften up your opponent with a few kicks to the head and stomach - to make him more amenable to your deadly embrace. The grapple is the wrestler's method of wiping the floor with his opponent. Once in a grapple, the opponents have to press their buttons quickly to gain control. It's a battle of strength, and the winner gets to wipe the floor with the loser. Once in a grapple, choose either to head-but your foe, toss him with a backbreaker - or throw him out the ring.

NEVER HIT A MAN...

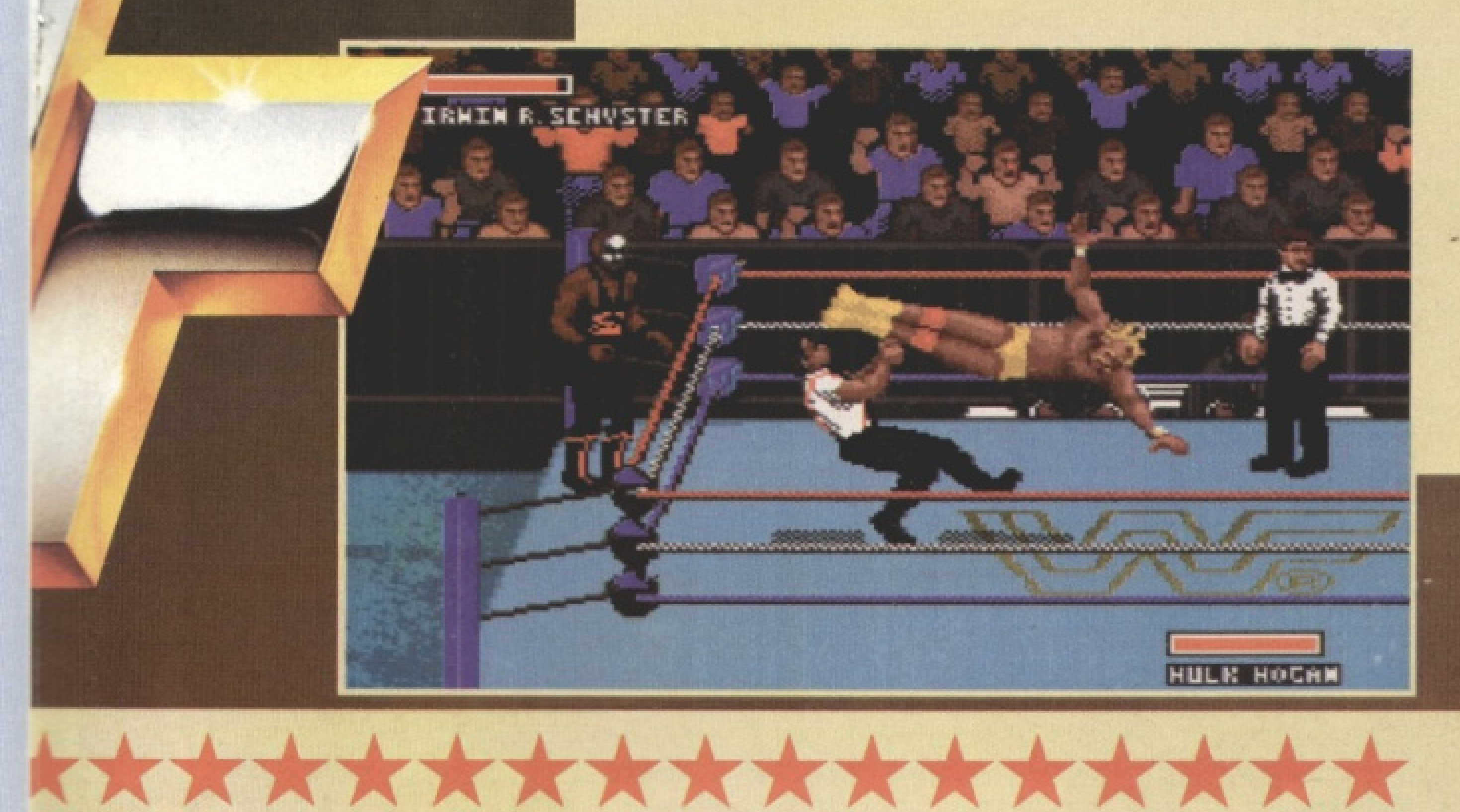
When you are both standing, three kicks or punches floor your opponent. Otherwise, you land on top of him with a standing dive. This is almost as effective as a flying kick, which you must time correctly, as he bounces of the ropes.



► *Erk, those feathered boots look nice, but they're so impractical.*

TAG NUTTERS

One of the best wrestling laughs is a tag event - when each player selects two characters each. It only takes one pin to end the match, but weakened players may have a breather by 'tagging' their ally who waits ringside. The move is activated by A and B pressed together. Although it's illegal for both members of the team to be in the ring at once, the rules occasionally are bent - especially when someone's about to get counted out!



..WHEN HE'S DOWN

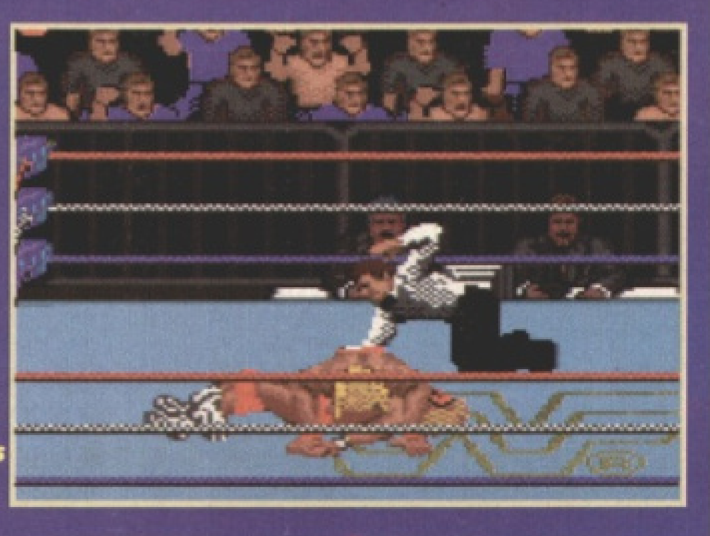
A floored opponent is easy prey. You can stamp on his head and body, or really waste him with a flying bodypress. If his energy is low, and you have time, get up on the top-end ropes and give him a full bodyslam - but aim it right!



Wrestlers can only quake at Hogan's Flying Guff attack.

PIN YOUR HOPES ON THIS

The whole aim of the game is to so weaken your opponent that he can't get out of a pin position. You need to hold this for a count of three. Each player has an energy bar, which is reduced by blows and grapple moves. As this grows shorter, their chances of escaping a pin are reduced. Getting out of a pin is a matter of pumping all the buttons as fast as you can!



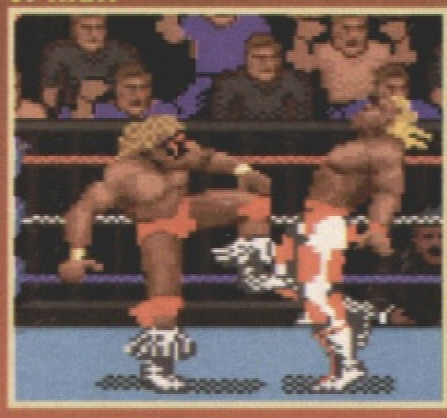
The referee slams the canvas in excitemens Hogan pins warrior.

COMMENT

I'm no wrestlemaniac, by a long-shot, but I can be reasonable enthusiastic about this. The only appreciable change from the Super NES version are the more popular choices for characters. These are all rendered pretty well as digi-pics and reasonably big sprites. The range of moves is fine, with more complex one's rightly taking a bit of time to master, but I would have liked some more spectacular throws and presses in addition to those offered here. Playing tag and survivor games is fun - especially when your team-mate joins in the fray, so I wonder why Acclaim didn't boost the game's lasting interest with some more options, because they are pretty limited. Some skill levels, and a proper 'circuit' could easily have been added. That is my overall impression, of a fun wrestle game (the best on the Megadrive so far) which could have been supported with a bit more front end. The choice for anyone not rabid for Hulk Hogan is definitely an open one.



'Ave some of that!



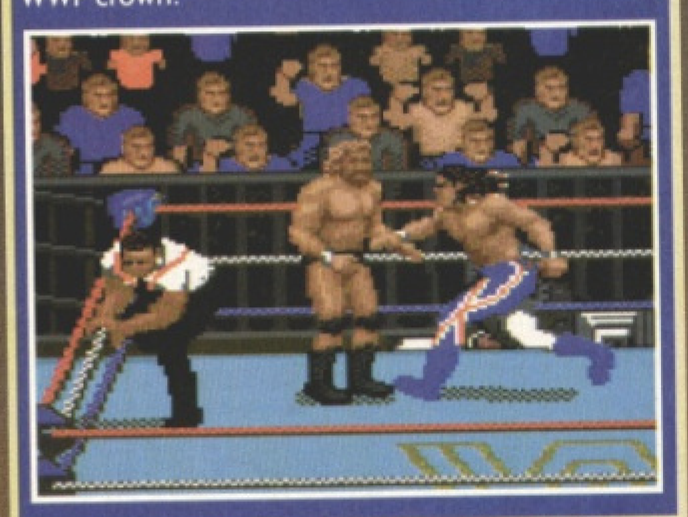
RINGSIDE ANGELS

Should play move outside the ring, be warned. A dead player out the ring is a good as one inside, but if any players stay beyond the ropes past a count of ten, they are immediately disqualified.

REVIEW

★★ SOLE SURVIVOR ★★

A survivor game is a wrestle-frenzy not to be missed. Players, or the computer grab all eight characters between them and battle it out until one team has men left standing! Players can tag, but unlike tag games, each player is counted out before the game is won. The other option is a tournament, where one-player plays all the other characters in ascending level of skill, to take the WWF crown.





COMMENT

I was a big fan of the Super NES version, but was a bit perturbed by the lack of a championship mode. Luckily, this superior Megadrive version boasts that option, so even even if you're a solo player, this is still a topper wrestlefest! The graphics are excellent, with brilliant animation and unlike the Super NES version, there's virtually no slowdown. Excellent! My only real gripe with the game is the fact that all of the wrestlers know all the same moves. I'd have like to have seen speciality attacks from each player, like Papa Shango's voodoo magic (!) for instance. Otherwise, WWF Super Wrestlemania is an excellent simulation of the "sport", better still in two-player mode. For all the little Warriors and Hulkamaniacs, this is a dream come true!



★★ FREAKY WRESTLE FAMILY ★★

There are eight wrestlemaniacs to get to grips with, none of which you would feel comfortable about inviting to Sunday lunch. Here's a brief mugshot of each.



HULK HOGAN
303 lbs. The Hulkster - the undisputed wrestling king from California.



ULTIMATE WARRIOR
275 lbs. A stranger from parts unknown, who has every Kiss album.



TED DIBIASE
260 lbs. Ted is the million dollar man, with $5 trunks.



SHAWN MICHAELS
240 lbs. The Texas charmer, is the cajun hope from the South.



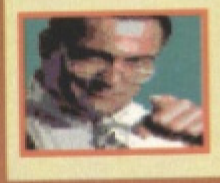
RANDY SAVAGE
245 lbs. His motto is 'never judge a man from his leggings'.



BRITISH BULLDOG
270 lbs. Cor blimey guv, blighty's own main challenger.



PAPA SHANGO
330 lbs. Raised on Voodoo and Um Bongo, Papa has his own magic.



IRWIN R SCHYTSER
248 lbs. IRS: the yuppie from DC, a frenzy in braces.

ONE/TWO-PLAYER GAME

There is both a one and two-player option in Wrestlemania. All the game options are available on each, apart from the WWF tournament, which is for one-player only.

LONG TERM REPORT

HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN

STRATEGY
ACTION
CHALLENGE
REFLEXES

PRESENTATION 76

▲Nice selection screen, and the MC palaver is okay.
▼A serious lack of option support.

GRAPHICS 77

▲Animation and sprite definition is above average - just.
▼The same, unchanging ring and backdrop makes the game appear duller than it is.

SOUND 80

▲A wee tune for each charactes, and nice in-game speech and effects.

PLAYABILITY 81

▲A not too massive range of moves has the benefit of making play quite simple to begin with.

LASTABILITY 78

▲The later opponent's pose a wrestle challenge. And two players is a good laugh.
▼The lack of moves, and variation in backdrops make the game quite 'samey'.

OVERALL 80

Highly recommended to those after a decent wrestling game and a definite must-buy for all fans of the World Wrestling Federation (tm).

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OPTIONS

CONTROL: JOY PAD
CONTINUES:INFINITE
SKILL LEVELS: ONE
REPONSIVESS: GOOD
GAME DIFFICULTY: MEDIUM

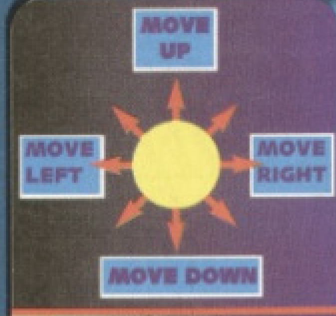
1ST DAY SCORE

TWO EPOCHS COMPLETE

ORIGIN

A very original game, reminiscent of Populous. It was first released on the Amiga.

HOW TO CONTROL



A CHANGE VIEW

B SELECT ICON

C SELECT ICON

S PAUSE/ACCESS OPTIONS

HOW TO PLAY

Make your people prosper and take over the whole world!



MEGA-LO-M



Mega-Lo-Mania is set before the dawn of creation and centres around four different god-like beings who are vying for supremacy on a planet that looks much like our own. In order to decide which deity claims the world, each of them must take control of a band of humanoid entities and use them to destroy the rival bands.

You are cast in the role as one of these gods and your task is to do everything in your power to stake your claim to the world. It's your job to take your troupe of 100 people and conquer a total of 27 islands, spread over a total of nine different epochs (or eras).

To claim each island, you have to build up the technology of your people, allow them to reproduce and move them to new homes on the island. Technology revolves around defending and maintaining your homes along with developing weapons used to take out the opposition. As the tech-level of your people increases, so does the sophistication of your designs. Indeed, later levels require laboratories, mines and factories to bring your technical innovations to the people!

The Mega-Lo-Mania events are watched by strange pan-dimensional beings. Will you entertain them with your cunning strategies and global thinking - or will you end up on a celestial version of You've Been Framed?

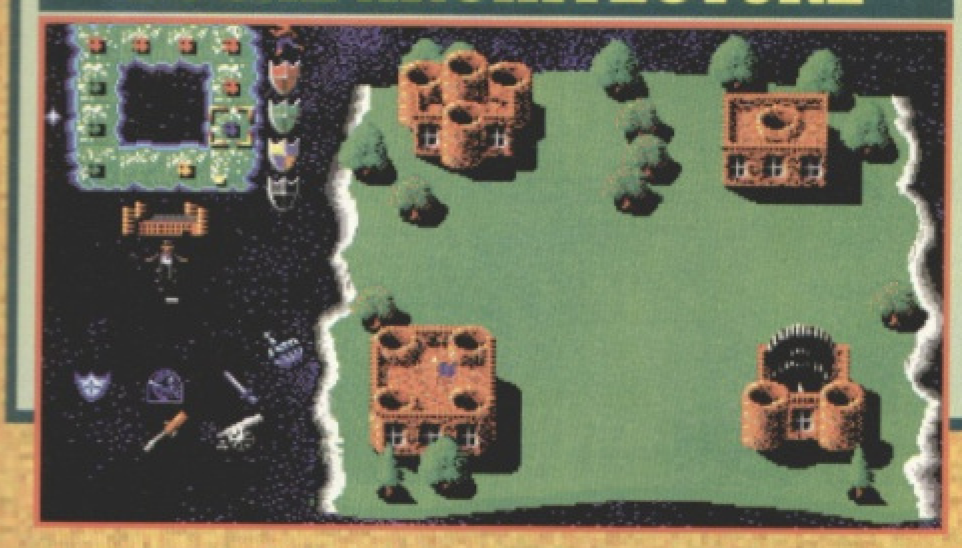


IDEAS CENTRAL: This idea/laboratory icon allows you to develop new technologies.

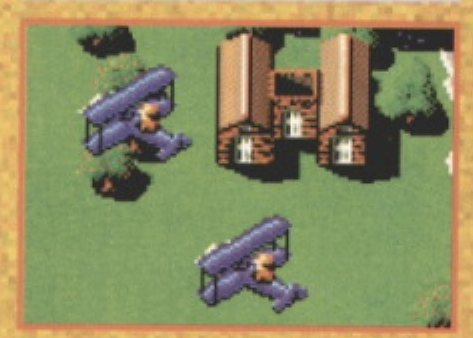


MINING CONTROL: Mine new raw materials with these icons.

LOCAL ARCHITECTURE



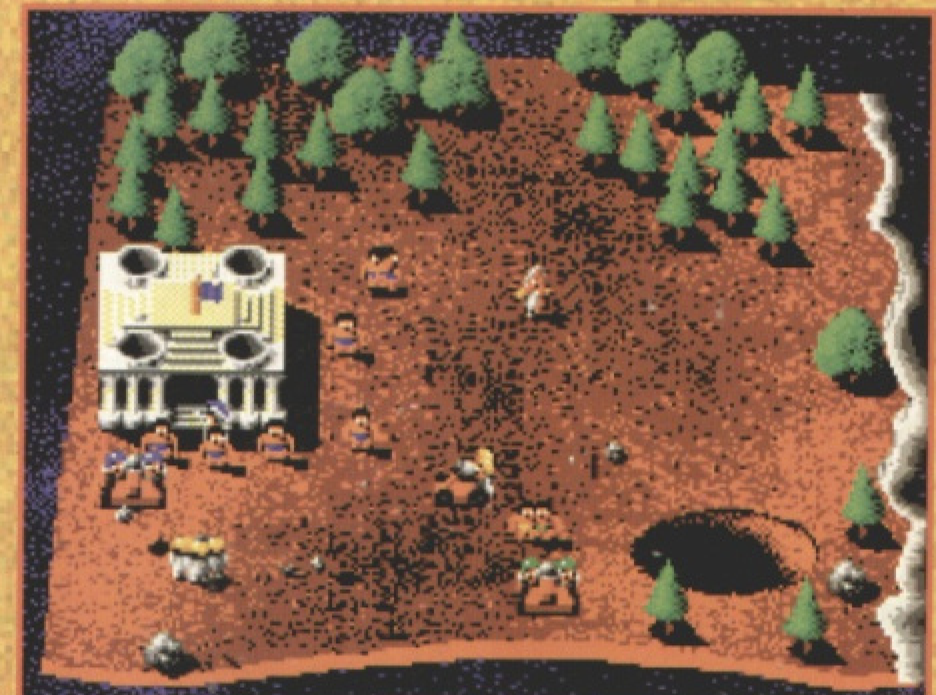
Each of the buildings on the main screen serve a particular function, be it to house the people, create new weapons, mine the natural reserves or produce your weapons. As your people progress through the ages, the architecture of the buildings change. When you start the game, your men erect stone age-style constructions. Expect to see space age buildings on the last level!



▲ FFGFGF JKUK NOFIG OPJO PMKLK OPKPO

▲ Goin' dawnt pit it one of Megalomania's nothern towns.

◀ Infantry frolic with their rocks outside the castle after another famous victory.



ANIA

OPTIONS SCREEN

SOUND: You can turn the tunes, effects and speech on and off. Sample every sound in the game in the sound test area.

LOAD/SAVE: Enter a password to return to a previous level.

HELP ON/OFF: Help text can be toggled on or off. The help text lets you get a hang of the game.

AUTO SLOW ON/OFF: Whenever you are attacked, the passage of time is slowed down... If you want.

REPRODUCTION: Leave your people under the main person icon and they reproduce.





FACTORY: Man the factories and mass-produce your initial designs.



ARMY CONTROL: Distribute weapons and build an army.

COMMENT

I got the cart on Friday and every spare moment of my weekend has been spent on this truly excellent game! Mega-Lo-Mania is quite similar to Populous - but it's vastly superior. I found the lack of variety in Populous a real put-off, but this doesn't apply to this game because of the vast amount of different weapons to create and use. It's a great laugh to see legions of enemy rock-throwers get wiped out by a massive catapult-assault! Or perhaps they've sent bowmen at you and you've just developed a massive army of biplanes and twentieth century foot soldiers... wipe-out! The emphasis on this game is firmly on strategy, but only as a means to witness some brilliant fight scenes! The challenge this game presents is huge. I've got to the fifth epoch (out of nine), but this level is just so rock-hard I wonder if I'll ever get off it. I'll certainly spend plenty of time finding out. I cannot stress how totally excellent this game is. It's got everything: humour (the speech is ace), action, strategy and (believe it or not) originality! An essential buy.





REVIEW

COMMENT

Apart from Populous, pure strategy games for the Megadrive are a rare thing indeed, making Mega-Lo-Mania interesting for that fact alone. However, the excel-lence of Mega-Lo-Mania puts the ageing Populous in the shade. Although the two games look slightly similar, there is so much more to do in Mega-Lo-Mania. You have much more freedom to move people, attack enemies, design weapons and defend your buildings. And, unlike Populous, the people respond to your commands almost immediately. Two other great strategic ideas; alliances and saving men for succeeding epochs; make the game even more involved. Whoever worked out all the complex relations of mining, designing and producing must have a Tefal-sized head! But the game is still easy to get into in spite of its subtleties. The presentation complements everything, with great graphics and absolutely tons of brilliant (and funny) samples "Want to be in my team?". Yes I do! Mega-Lo-Mania is a Megadrive classic.

GUS

YOU'RE IN THE ARMY NOW

Select the army icon and you're able to conscript your people into the armed forces. In this section of the game you also allocate the many weapons you've created. Once your army is ready to move, you select it's destination. Your troops patrol the chosen sector and attack any enemy forces or buildings they come across.



ISLE OF MAN



There are three islands to each epoch (or level), each offering different terrain and natural resources. You are allowed to choose where you want your first settle-ment to go. A good choice here is vital to your cause. Should you choose a place where raw materials are abundant, your designers come up with a far better range of weapons. A large scope of materials allows them to create more efficient designs as well.



MAKE MY DEITY

The first job in the game is to choose your deity. A very pretty screen gives you the info on how each would-be deity operates. Although irrelevant for the being you wish to participate as (after all, you have your own tactics), they give you a valuable insight into the sorts of strategy your opposition might use.



LONG TERM REPORT

HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN

STRATEGY
ACTION
CHALLENGE
REFLEXES

▼ Jets face catapults in battle. Who will win? No-one knows.

SPEAK AND SPELL

Mega-Lo-Mania is choc-a-bloc with sampled speech! In fact, there are a total of 34 different sayings contained in the 8-meg cartridge. These range from your lab boys announcing that their designs are ready, to the victory cry of your army commander ("We've won!"). Each deity also has a few lines to say (one of them sounds about as hard as John Inman!).



DO YOU WANT TO BE ON MY TEAM?

If you think that you aren't in a very strong position, you might try to seek an alliance with one of the other gods attempting to gain control of the current island. However, chances are that they'll turn you down unless they're on their last legs. Sometimes, though, one of the others might come to you with plans for an alliance!

Watch out for the open cast miners, Marion



TIME FLIES...

Often, designing and manufacturing weapons or buildings is a very time-consuming business. Therefore, the time-altering icon (represented by a man walking or running) really comes in handy. You find yourself using this icon quite often in the game be it to speed up reproduction of your race, or just to get battles over with a lot quicker.

WAR IS HELL

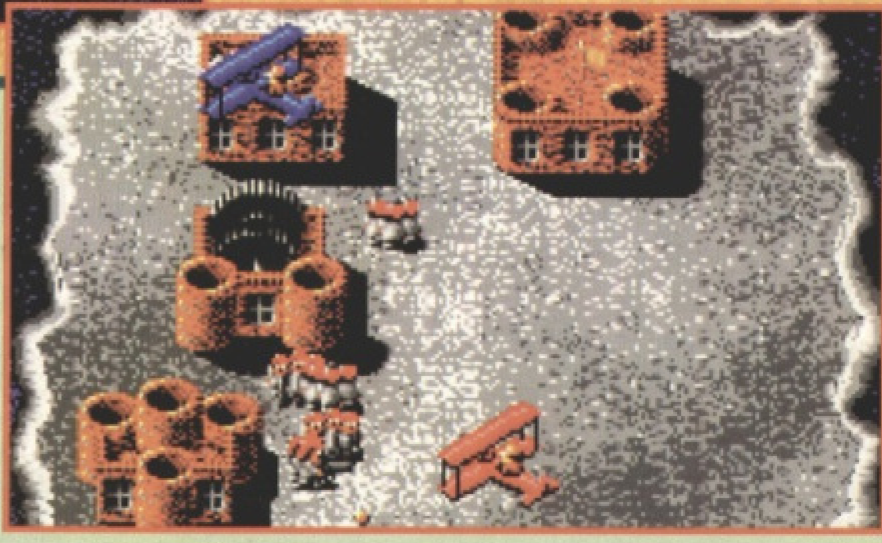




A vast range of weapons are available for use in Mega-Lo-Mania, depending on how advanced your followers are. To begin with, the best weapons are the basic rock and spear, or maybe the odd pike if you're lucky. This moves on to the likes of bows and arrows, crossbows, catapults and cannons. By the time the tech-level reaches the nineteenth century, you're able to develop flying machines like biplanes or even jet-fighters! In later levels warfare is conducted a lot quicker. This is because of the advent of nuclear weapons which desolate entire areas in a matter of seconds.



Residents are advised to take cover - now!



DEFENSIVE POSITIONS

As you can see, each main building has a number of turrets that house your men. The forms of defence are many and varied, mostly dependent on the tech-level of your people. There are the likes of cauldrons of oil, muskets, machine guns, bazookas and finally anti-nuke nukes!

PRESENTATION 97

Brilliant. A vast range of options, a help system and a great look to the game itself.

GRAPHICS 86

Great definition on the sprites and backdrops, depicting the action perfectly.

SOUND 94

A vast amount of speech, plus decent effects and suitably atmospheric music.

PLAYABILITY 94

The help system makes the game easy to get into and once you're in, you're addicted!

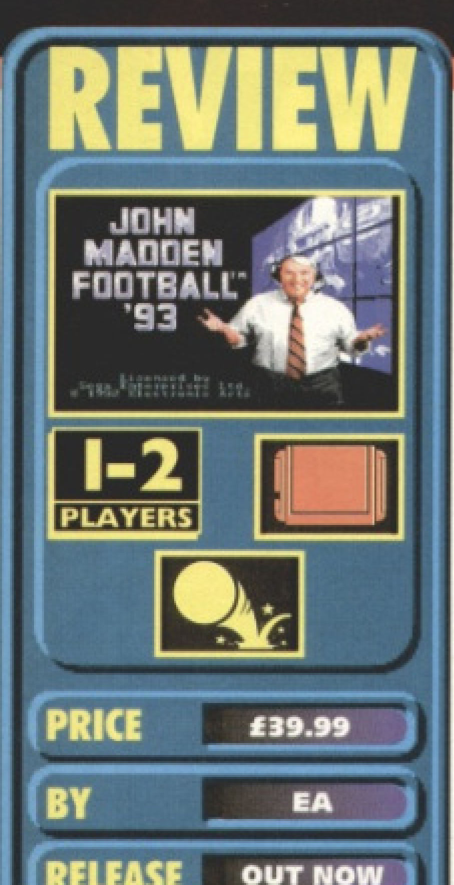
LASTABILITY 93

Nine levels to conquer, and the last few are large and exceptionally tough!

OVERALL 94

Megalomania is the definitive Megadrive strategy game. It's fun as well as complex, and has tons of playability. You can be assured of plenty of game for your money with this one.

REVIEW



PRICE	£39.99
BY	EA
RELEASE	OUT NOW

OPTIONS

CONTROL: JOYPAD
GAME DIFFICULTY: MEDIUM
CONTINUES: N/A
SKILL LEVELS: 2
RESPONSIVENESS: OKAY

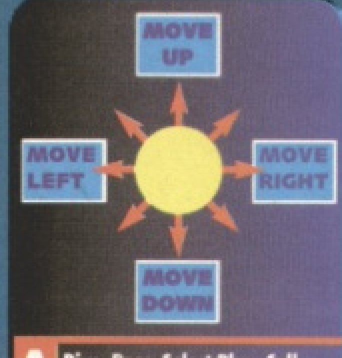
1ST DAY SCORE

14-7

ORIGIN

Sequel to the sequel to the all-time Megadrive classic, John Madden's Football.

HOW TO CONTROL



A Dive, Pass, Select Play, Call Audible.

B Spin, Select Play, Pass, Strip Ball.

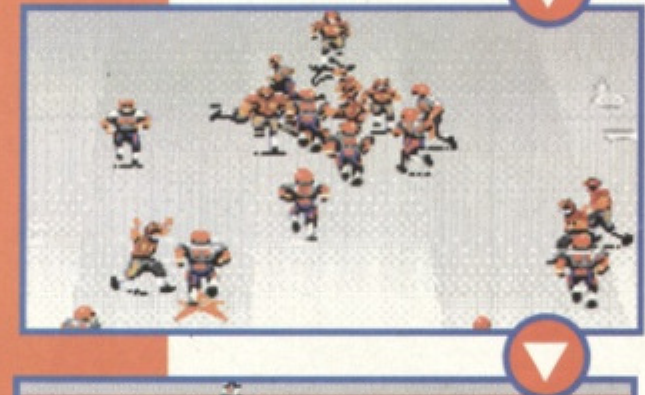
C Charge, Pass, Select Play.

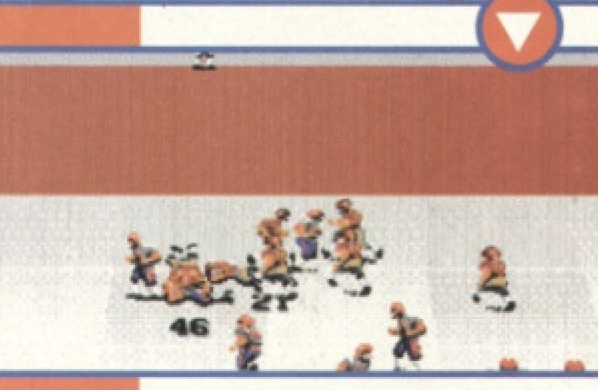
S Time Out, Replay, Pause.

HOW TO PLAY

Score more touchdowns than the other team in this three-quarters overhead view American Football simulation.







▲ *Sack! Sack you fools!*

Hands up who remembers when American Football was fashionable. When the whole nation used to sit around the TV on a Sunday afternoon, glued to Channel 4's coverage of the week's exciting Stateside clashes, occasionally having a laugh at one of the inadequate and spotty presenters invariably hired to spout ill-informed jargon throughout the show.

Ah yes, those were the days. When bleary-eyed fans would sit up until 3 am to watch the Superbowl, and when quizzed by friends the next day wouldn't even be able to remember who was playing, what the score was, let alone why they bothered watching it in the first place. Now, those happy days are here again, thanks to the latest annual installment of John Madden Football. That legendary US footy sim is back again in its familiar form, although it has more new plays, more teams and a new picture of the portly commentator himself.

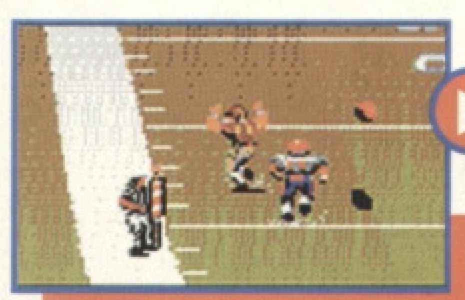
JOHN MADDEN FOOTBALL



AMERICAN FOOTBALL RULES (HO HO)

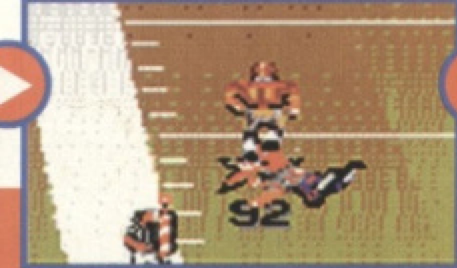


Although American Football was enormously popular a few years ago, there are a few philistines out there who may never have given two beans about it and as such don't know the rules. Well, it's all pretty simple really. Play time is divided into four equal quarters. At the start of the game, one team punts the ball as far downfield as possible. The receiver who catches the ball then runs as far upfield as he can towards the opposing team's End Zone. Should he be tackled (very likely), play is restarted from the spot where the ball hit the ground. From here, the team in possession has four attempts (known as downs) to push the ball forward by ten yards. Every time the ball touches the ground, a down is lost. Possession swaps over when the offensive team either score a Touch Down, boot the ball through the posts for a Field Goal, fail to make the required ten yards gain or have a pass intercepted by the defensive team. If the team score, they get to kick off, if they don't, play restarts from the same spot the ball last fell.

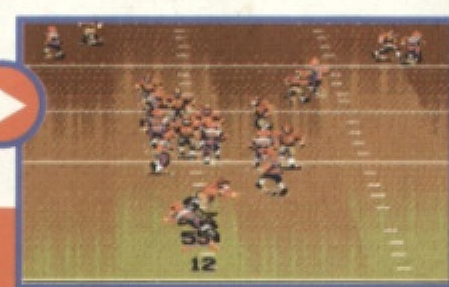




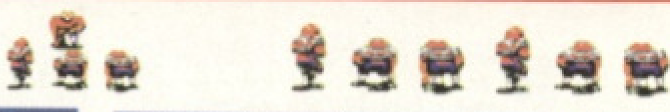
▲ *He awaits the pass...*

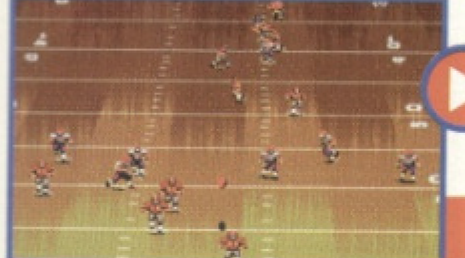


▲ *Dodges the tackle...*

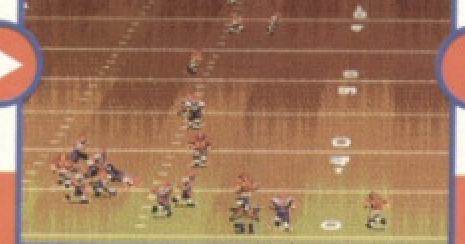


▲ *Hurray! Spiffing run!*

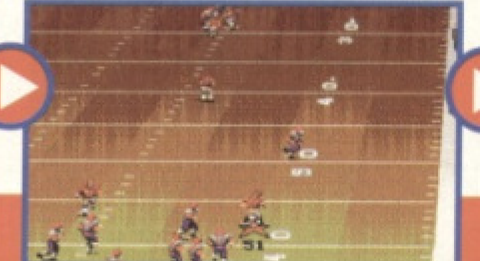




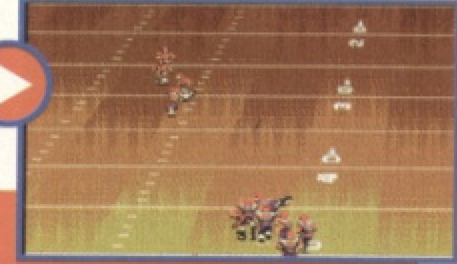
▲ The ball goes out...



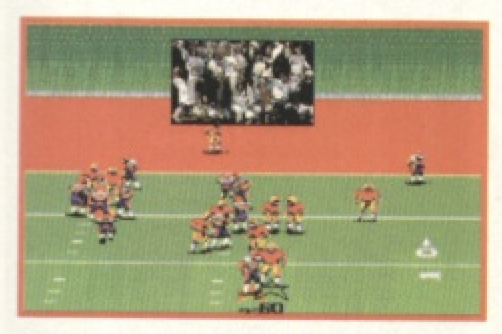
▲ It's a good pass...



▲ He breaks through...



▲ Gumph! What a run!



▲ The crowd celebrate a bit.

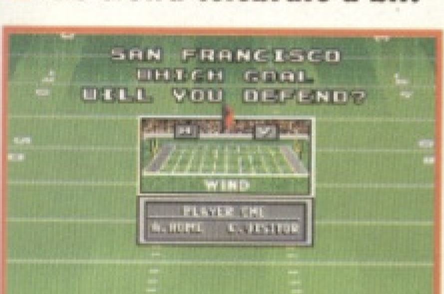




▲ Kickoff action in the area.







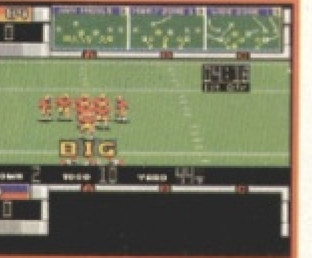
▲ Tossing japery ahoy!



MADDEN MOUTHS OFF



What with Madden being a commentator, talking comes naturally to him. Now, his remarkable talents of vocal chord vibration have been reproduced on the Megadrive! The speech doesn't quite match up to Joe Montana 2 standards, there's not as much of it and it's a bit hissy, nevertheless you hear John exclaim "He'll feel that one tomorrow!". "That's the way to hit 'em," or even "He won't forget that number". Unfortunately, the much-missed "It's good", absent since the first game, is still to make a comeback.



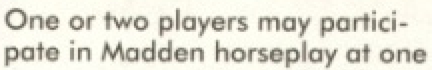
OPTIONS SCREEN

PLAY MODE: Select pre or regular season for difficulty levels, Playoff for Superbowl, or continue an old playoff.

TEAM 1/2 SELECT: Select your team from here.

STADIUM: Choose open air or domed stadiums, with grass or synthetic pitches.

WEATHER: Dry, wet, windy or even snowy conditions are selectable here.



ONE/TWO-PLAYER GAME

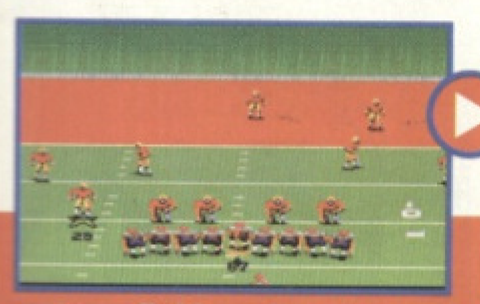
One or two players may participate in Madden horseplay at one time. In double-up mode the players choose to either play off against each other or both play on the same team.





COMMENT

Whilst John Madden's could never be accused of being a dead horse, the way EA are flogging it, it's certainly on its last legs. The original Madden is still a classic, and last year's sequel made a lot of valid additions and revisions, making it the best sports game going. Sadly, although Madden '93 has just about everything you'd expect, it doesn't have anything else. In fact, this latest installment is the worst of the bunch, thanks to some gameplay problems not present in the other two games. For starters, there's a slowdown problem which makes it feel like you're wading through a swamp rather than sprinting, gazelle-like, downfield. This is most evident when one team punts the ball. As the viewpoint switches over when the ball crosses the halfway line, everything stops dead for a second or so, before continuing, pausing all the time until the ball lands. Needless to say, this makes receiving impromptu punts a rather hit-and-miss affair. Even if you haven't already got a Madden game, save a couple of quid and get the superior Madden '92, if you have got a Madden game, steer well clear of this. Still, perhaps John Madden '95 might be better...



▲ It's a field goal attempt...



▲ The defence are nowhere...

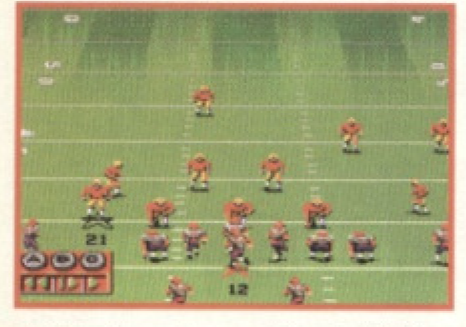


▲ Eh? Where's the post?

REVIEW



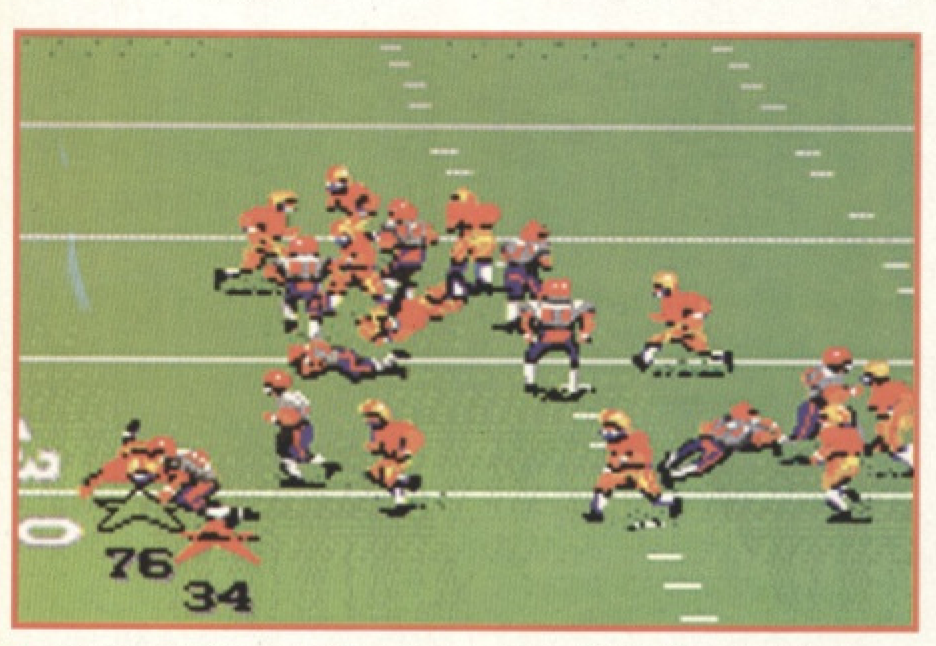




▲ *That replay option in full.*



▲ *This is "snow" time for stats.*



▲ *Mind the chaotic trampling hordes of maniacs, Marlon.*

MADDEN SAVES

At either 20 minutes or a mighty one hour per game, ripping right through the Superbowl in one sitting is right out of the question. In past Maddens' a complicated password system was used to preserve your position in the tournament. Now, Madden '93 makes it all a lot easier with a battery backup system which saves your games. Now, to access your unfinished Superbowl, simply select the appropriate game on the options screen. Although this makes returning to a tournament a lot easier, it does however mean you can't swap groovy passwords with your friends and you have to play all the way through every match to get your team to the final.

TOP TEAM TREATS

The original John Madden Football took the stats of the teams included from real-life team data. The follow-up, John Madden Football '92 increased the number of teams and updated the information and performance of the players, taking into account new signings, retired players and drugs scandals. Madden '93 follows the tradition by having up-to-the-minute stats for every one of the 28 teams involved. Not only this, but there's eight new teams included too. Actually, new teams is a bit wrong, as they are in fact John's fave classic teams from years gone by, such as San Francisco '84, Miami '72 and Dallas '77. There's even a special custom team - The All-Madden Greats. This team is composed of the greatest American Football players ever in the world - definitely not an easy team to beat!

COMMENT

The original John Madden's Football stunned the world when it first appeared and became an instant classic. When Electronic Arts updated it a year later it was the same game bar a few cosmetic tweaks - but it was still brilliant. Now, another year on we're treated to a third version - and I'm very, very disappointed. Speech has been added, but it's very limited - you hear the same, very garbled and totally inane phrases over and over again and it only took one quarter for it to become totally irritating. There are few new plays and the computer opponent still takes ages to make its mind up over a move, something that was annoying in the first two games and should have been eliminated here. The graphics are the same and the computer opponents are no harder. There are also more annoying pauses in the action than in the previous two games. Yes, there are some extra teams, but they add very little to the game. I thought the whole point of sequels was to improve on the original - this one simply doesn't do it - if anything, it's a step backwards. For me John Madden '92 is the best version of the series and is the one to get if you haven't already got an American football game.



PRESENTATION 93

▲Loads of animated pictures of Madden himself, plenty of options and intermissions, including play-off highlights through the Superbowl!

GRAPHICS 89

▲Well-animated sprites with lots of attention to detail.
▼The sprites are too small, and the animation on the crowd scenes and Madden himself is atrocious.

SOUND 86

▲Lots of different tunes, speech and sound effects, the latter being pretty darned good.
▼The tunes are bland and a bit dull, and the speech is very hissy.

PLAYABILITY 90

▲Fast and pretty responsive, with loads of depth and plays.
▼Slowdown ahoy! Prepare to beach on Frustration Island!

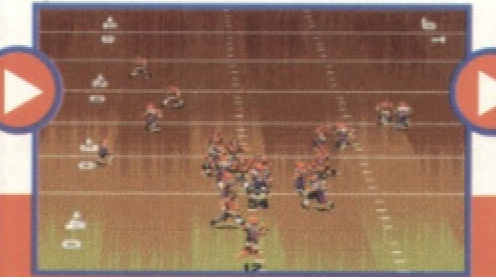
LASTABILITY 88

▲Loads of teams, each with completely separate profiles, plus that all-important Superbowl.
▼The Superbowl is pretty easy to finish.

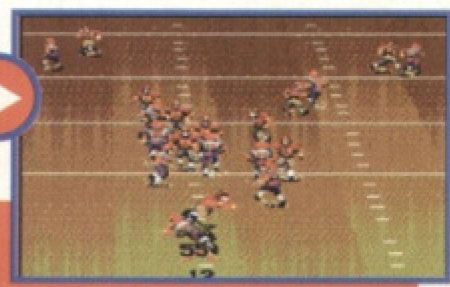
OVER ALL 89

Not a bad game at all, but hopelessly redundant nonetheless. Go for the slightly better John Madden Football '92 if you're after the definitive American Football game and give this one a miss.

▲ *The QB goes to pass...*



▲ *Stretches his arm...*



▲ *And gets sacked! Yay!*



1 PLAYERS

PRICE £39.99

BY SEGA

RELEASE NOVEMBER

OPTIONS

CONTROL: JOYPAD
GAME DIFFICULTY: TOUGH
CONTINUES: THREE
SKILL LEVELS: ONE
RESPONSIVENESS: CLUMSY

1ST DAY SCORE

194,100

ORIGIN

Batman Returns is the follow up to last year's Batman game. It is also are based upon the atmospheric movie directed by Tim Burton.

HOW TO CONTROL

MOVE UP
MOVE LEFT
MOVE RIGHT
MOVE DOWN

A SPECIAL WEAPON.

B ATTACK.

C JUMP/FIRE GRAPPLING HOOK.

S Starts the game and selects Batman's utility belt. The game is paused while the belt is on screen.

HOW TO PLAY

Join Batman in seven enormous platform-laden levels. The Dark Knight has just three lives, three continues and his utility belt to complete his task.

BATMAN RETURNS

The dark and sinister streets of Gotham City lay covered in snow as the residents prepare for a peaceful Christmas and the election of a new Mayor. In the sewers, however, the dastardly Penguin prepares his diabolical plan to win the hearts and votes of the city's people through blackmail, lies and framing the noble Batman for the murder of the Christmas Ice Princess. The dirty scoundrel!

In the sequel to Sega's first Batman game, the heroic Dark Knight makes it his responsibility to ensure the evil Penguin's scheme fails spectacularly. You take control of Batman as he fights his way through the metropolis, all the time being challenged by the Penguin's henchmen and fiendish inventions. This awesome task is a rigorous test of all Batman's strength and cunning, especially when he is confronted by the mysterious Catwoman as she brings her whip and wit to flog him down to earth.

Batman returns to a much larger, more sinister Gotham City than ever before, facing a relentless assault which he must overcome if he is to pick off the Penguin for good. To the Batmobile, let's go!.



▲ *Hey, you weren't in the film!*



◀ *Holy Donkey Kong variant, Robin!*

WINGS DON'T FAIL ME NOW

In the first Megadrive Batman game the Dark Knight was able to somersault in mid-leap to gain extra distance. Sadly, he has lost his ability in the sequel. However, the good news is that it has been replaced by an even better feature. Now, when Batman springs from a great height he is able to spread his cape and glide to the relative safety of difficult to reach levels and platforms. Batman makes good use of this in the crumbling cathedral level, gliding gleefully over the beds of deadly spikes.



▲The Drak Knight sneaks through the Cathedral works.

▶Put some clothes on you scarlet hussy...



▲ *Batman stumbles across the murdered Ice Queen.*

CLUNK-CLICK.

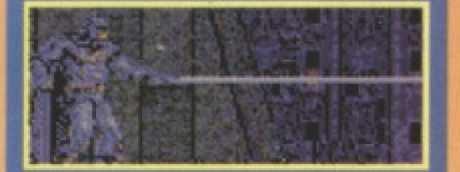
Without his utility-belt Batman is just your average psycho-millionaire wearing rubber armour and a cape. However, with all his special weapons stowed in his utility belt, Batman is a force to be reckoned with. The Caped Crusader has five items from which to choose:

BATARANG: There are mini bat-shaped hand-launched projectiles that return to Batman once thrown.

BAT SWARM: Batman opens his cape and out come a swarm of bats that attack his aggressors. Just where they shelter is anyone's guess!



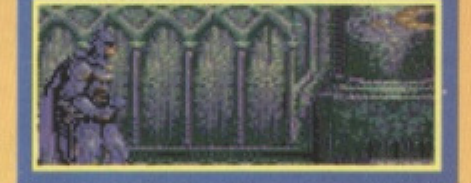
TAZER: A device used by Batman to electrocute his foes. It fires a highly-charged bolt and proves extremely useful. Charming.



SMOKE BOMB: The smoke bomb temporarily paralyses the oncoming enemy.

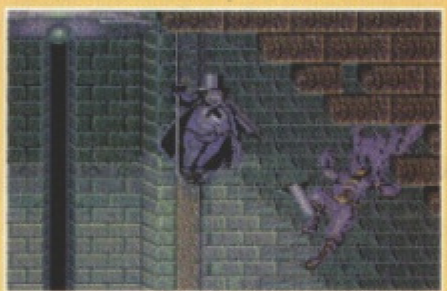


SPECIAL BATARANG: This is a larger, more powerful version of the Batarang which homes in on every enemy on-screen then wipes 'em all out!



PENGUIN PERFORMANCES

Obviously the Penguin is very perturbed by the presence of Batman. How on earth can he fulfil his twisted dreams when there's the threat of so much resistance? For this reason Penguin makes a personal appearance at the end of every act in the game in an attempt to defeat his darkness-loving nemesis. The Penguin rages beneath his umbrella throwing knives, propeller blades and gaseous ice to skewer, chop or freeze our hooded hero into submission



REVIEW



▲ *Batman takes three steps to heaven...*

BATTY, BATTY



Getting Batman from A to B isn't as straightforward as you may wish in his latest crime-busting assignment. There are many hidden items strewn about the cityscape, some that are quite obvious but usually only obtainable by clever use of Batman's grappling gear, accessed through deft manipulation of the C button. With this item Batman is able to swing his rubber pants to places otherwise unreachable. The heroic bat-like one's grappling skills are indispensable when it comes to scaling the dizzying heights of Gotham City's skyscrapers in his pursuit of those hard-to-reach bonus items, and the elusive Penguin of course.

COMMENT

Despite its shortcomings Batman Returns is an admirable follow-up to the success of the first game featuring the Caped Crusader. The gameplay is much tougher than before and, despite lacking the variety of the original, presents a far greater challenge. All the sprites are skillfully drawn and are huge! Batman himself is rendered well and mirrors the tough-guy image portrayed in the film quite convincingly, right down to the awkward, suit restricted gait of Michael Keaton. Most of the Dark Knight's foes are similarly well-executed and cunning in their attack patterns. I enjoyed the feature that allows Batman to use his grappling hook to swing about the platforms, I also found it pleasing to find that there is often more than one way to progress through a level.The bad news has to be that the game doesn't play very well, which is a shame. Control of Batman is clunky and unresponsive at times which tends to spoil the fun. There have been mixed reactions to the choice of colour scheme used by Sega to recreate the dark nature of the film. I rather like it, although I think that more attention to detail in some of the backgrounds could have helped make things more interesting. However, the huge size of the game and the amount of skill that is required to progress make Batman a worthwhile purchase. If you are willing to put up with the unresponsive controls, that is.



▲ *"Trick or treat!" yelled the oncoming psycho.*





PAUL

LUCY

COMMENT

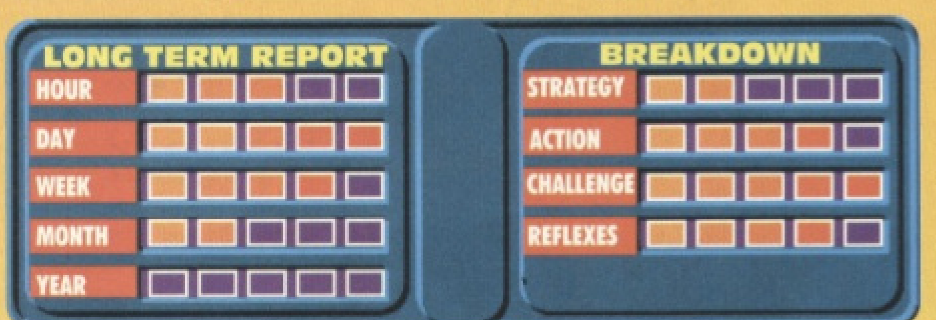
Gasp at the top-quality graphics, revel in the atmospheric effects and cream yourselves over the sparkling originality... dream on because although Batman Returns is perfectly adequate in the looks, sounds and playability stakes, it's format, gameplay and challenge factors are about as new as a very old thing indeed. Sega bagged themselves a very tasty licence in this one and really should have done a lot more with it. Leaping from platform to platform, facing the forces of evil, rescuing maidens in distress and wasting baddies isn't exactly a new idea and although platform novices might find a smidgen of fun from this one, veterans will soon find it dull and, quite frankly, would be bats to buy it.

OPTIONS SCREEN

SOUND TEST: Listen to every tune in the game! Cor!

JOYPAD CHANGES: Define the function of each button.

PLAYERS: Change the amount of lives you have to either three, five or seven per credit.



PRESENTATION 87

▲The animated introduction screen sets the scene and the intermission screens sustain the atmosphere of the game.
▼Everything is very sombre and, therefore, not very attractive.

GRAPHICS 80

▲Large sprites and the occasional tremendous looking boss.
▼Very dull backdrops and poor animation of the main sprites.

SOUND 80

▲The tunes do a nice job of promoting the game's atmosphere.
▼The music stutters noticeably at various points and the sound effects range from bad to worse.

PLAYABILITY 74

▲Slightly above average platform formula stuff.
▼Batman's refusal to respond to certain requests is very annoying.

LASTABILITY 80

▲This game is heeupe! Add to that the high level of difficulty and you have a winner in the lastability stakes...
▼...But frustration impairs the lastability a great deal.

OVERALL 77

A Gothic, visual treat with a distinctive graphic style that suffers at the hands of frustrating gameplay!

GOT A HAND-HELD?..THEN GO! AND GET THIS!



WORLD OF





PRICE £39.99

BY SEGA

RELEASE NOVEMBER

OPTIONS

CONTROL:JOYPAD
GAME DIFFICULTY: MEDIUM
CONTINUES:INFINITE
SKILL LEVELS:1
RESPONSIVENESS:GREAT

1ST DAY SCORE

Finished game

ORIGIN

An original platform game based on the escapades of those two Disney wags Mickey Mouse and Donald Duck.

HOW TO CONTROL



A Makes Mickey or Donald run.

B Your character swings his magic cape in attack.

C Your toon jumps or with the controller pressed DOWN, he crawls.

S Pauses the action.

HOW TO PLAY

Guide your favourite toon around the platform levels of the World of Disney, bashing baddies and casting spells as you go.

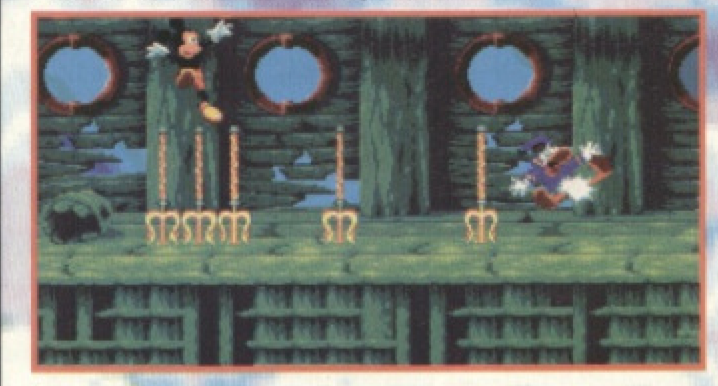


It's been many years since Mickey Mouse and Donald Duck performed together. But on the eve of their reunion, disaster strikes. Mickey and Donald have long been dabbling in amateur conjuring since Mickey's days as the sorcerer's apprentice, and for some time the two pals had been practicing a magic show to perform at the local theatre. Sadly, on the night of their dress rehearsal Donald unearthed a terrible secret...

After tripping on the stage curtain and collapsing into the props hidden behind it, Donald stumbled upon an old wardrobe, with a heavy curtain concealing the inside. Donald expressed his pleasure at his find, stating in his confused quacks that perhaps a disappearing act could be introduced into their routine. Although Mickey was hesitant, Donald plunged head-first into the box, before vanishing with a forlorn quack. Ever valiant, Mickey gave chase and he too was swallowed by the evil cabinet.

As the pair looked around their unfamiliar landing spot, they heard a booming laugh. "In your world you are good magicians, but here I am the master," echoed the disembodied voice. "Find and defeat me and I shall return you to your home, but fail and you shall be trapped in my World of Illusion... forever! Ahahahaha!" . With Walt Disney in a cryogenic state of suspended animation and unable to write them out of danger, could this spell the end for our animated pals?





▲ *Donald demonstrates the Pitchfork Polka.*





TAKING THE DONALD



▲ *"Aaagh! No! It's Mr Magoo!"*

REVIEW

F ILLUSION





▲ Mind the biscuit warrior of Hades, Marlon.

▼ Cowabunga! Half-shell/surfing action ahoy!





COMMENT

Graphically, Castle of Illusion and Quackshot were very hard to top. Surprisingly though, World of Illusion manages to leave both of them standing. The sprites are almost cartoon-perfect replicas, with some of the best animation yet seen on the Megadrive. The backgrounds are similarly great, full of detail, life and colour, and there's loads of little touches which maintain the cartoon-esque atmosphere throughout. However, I was a mite concerned about this being another platform game, with a total lack of thought in the design. How wrong I was. World of Illusion is stuffed with puzzles and tricky skill-testing platform trials and packs something of a challenge, although the infinite continues and password reduce this challenge somewhat. Where World of Illusion really comes into its own is in two-player mode, as each player relies on the cooperation of the other to get past the obstacles and puzzles. The exploration aspect of the game in one-player mode is also a great idea. World of Illusion is one of the best platform games on the Megadrive, but whack up the difficulty setting or it won't last you long.









▲ Crawl, crawl you fool!

One of the big advantages of being a two-dimensional drawing is that your artist can make you do anything at all. This sort of flexibility comes in very handy on an adventure such as this. Both characters walk and jump like any other platform character, but they also have a number of other moves at their disposal. At the press of a button the outsize rodent and his waterfowl chum throw caution to the wind and run at high speeds. They are also pretty handy, defending themselves by swishing their magician's capes at their enemies. A direct hit from this cape destroys most targets, and anything caught in the fairydust afterwash is momentarily stunned. Finally, should the beezer animations wish to sneak under a low ceiling or through a hollow log, they are perfectly able to crawl on the ground, albeit at a decreased speed.





▲ Why, it's a beetle with sea anemones for legs.



▲ Izzy whizzy let's get busy!

▼ "Tee hee! You distract him while I nick his wallet!"



▲ Why you straw donkey buying little...!



▲ This is what happens when you trump underwater.

COMMENT





Is this taking the mickey or what?! Actually no. It is, in fact, a damn good game starring the infamous Mickey Mouse and Donald Duck. It's amazing how a bit of imagination, some neat animation and a stack of variety can jazz up your run-of-the-mill platform romp. World of Illusion piles it on with a trowel and the result is a really fun, nice looking game with some great, if occasionally basic backgrounds, merry toons and more playability than you can shake a stick at. Hardened gamers might find the infinite continues make for less of a challenge but your average animal, mineral or vegetable (mentioning no names) will find it a positive blessing especially since if you conquer it as Mickey there's a heap of new levels to crack as Donald then a pile more in two-player mode. All in all, good stuff and well worth a look.

TAKING THE MICKEY IIII

Whether you're mad about Mickey or dippy about Donald it's up to you which character you play as in either one or two-player mode. However, there is more of a difference than simple cosmetics. The order that some of the levels are tackled in changes for the two characters, and each of the toons have some levels exclusively to themselves!

THE FLYING CARTOONI BROTHERS -

Jump on the shoulders of your pal and it is possible to reach some of the higher platforms present in the two-player mode.



GIVE 'EM ENOUGH ROPE -

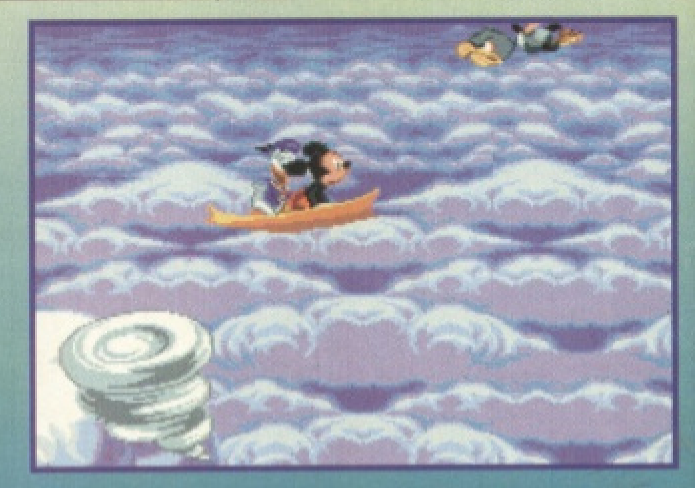
Once one character has safely made it to a high ledge using the other as a leg up, the other chap is stranded. but press the RUN button and the elevated Disnoid lowers a rope, pulling his chum up to join him!



NOT A LOT IIIIIIIIIIIIIIII



▲ Cliff-edge Blind Man's Bluff is dangerous.



▲ Mind the giant marshmallow hurricane, Ma

Spring is in the air...(ho blinking ho).



As if that isn't enough, the game is different again when played in two-player mode! In this third play style, the two characters interact with each other as well as with the scenery, allowing a number of wacky, two-player stunts and capers.

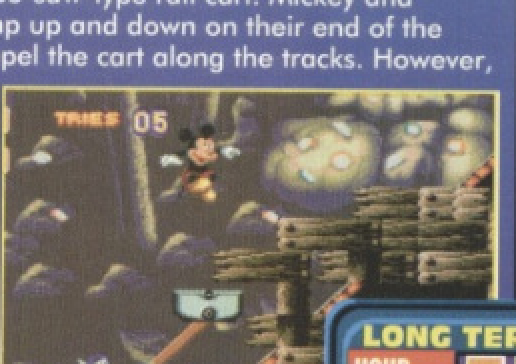
TUGGING YOUR DUCK -

Being a duck, Donald is endowed with a somewhat weighty posterior, which often gets stuck when he is crawling through low tunnels. Thankfully, with a few hefty tugs Mickey is able to pull him free.



MARJORY DAW SKYLARKS -

At one point in the game the two chums hop aboard a see-saw-type rail cart. Mickey and Donald jump up and down on their end of the lever to propel the cart along the tracks. However, if they don't build up enough speed they fall prey to hazards such as collapsing bridges and falling rocks.




NEW DISNEY PICK 'EM UPS

Although the odds are stacked quite heavily against Mickey and Donald there are a number of handy items secreted around the place to help them out. Those evil masterminds eh? When will they learn to stop leaving power-ups lying around?

CARDS: The most commonly found item, there are generally hordes of cards around every level. However, there's no chance of getting fifty-two and having a quick game of snap because they're all aces of spades. But they do yield bonus points when collected so it's not all bad.

SWEETS: Collecting these replenishes Mickey or Donald's energy bar (and probably rots all their teeth if they collect too many).

HATS: The pick of the bunch. These topper Toppers add an extra life to the fortunate recipient's running total.

BOMBS: Left as booby traps by the evil overfiend, bombs explode when uncovered, injuring our animal pals should they be caught in the blast.

LONG TERM REPORT	
HOUR	■■■■■
DAY	■■■■■
WEEK	■■■■□
MONTH	■■■□□
YEAR	■■□□□

BREAKDOWN	
STRATEGY	■■■□□
ACTION	■■■■□
CHALLENGE	■■□□□
REFLEXES	■■■■□

Being magicians, Mickey and Donald are able to cast some minor spells, such as pulling rabbits out of hats and making hankies disappear. However in the increased magical atmosphere of the World of Illusion they are capable of much greater feats. At the end of every level Mickey and Donald learn a new spell, although the magic word (in full digitised speech), is always "Alacazam!". These spells allow them to traverse otherwise untraversible parts of each level. The conjurings range from allowing the pair to command the cards in the Queen of Hearts' garden to turn themselves into platforms, to conjuring flying carpets and magic bubbles to get through sky and sea levels respectively.

Pick a card, any card, don't tell me which one.

PRESENTATION — 92

▲Beautifully presented throughout, as you'd expect from Disney.

GRAPHICS — 95

▲Fabulous sprites and backgrounds, superb animation and great use of colour.
▼Some of the enemies are a little unoriginal and bland.

SOUND — 90

▲A host of good tunes and some fab effects.
▼The cute soundtrack may grate after a while.

PLAYABILITY — 93

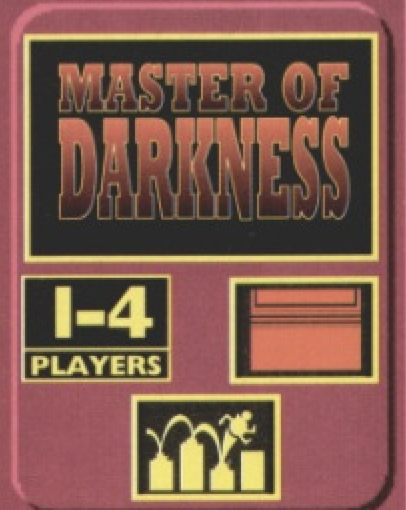
▲Well programmed, great fun to play.and there's loads to do.
▼It can be a bit slow at times.

LASTABILITY — 81

▲A game you'll want to play again once you've completed it.
▼Sadly, it won't take too long to complete unless you resist those continues.

OVERALL — 91

A top-notch platform game which easily betters Castle of Illusion, but has the same lastability difficulties.



1-4 PLAYERS

PRICE £44.99

BY CAPCOM

RELEASE OUT NOW

OPTIONS

CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: 1
REPONSIVESS: CROOVY
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

Complete four levels.

ORIGIN

Master of Darkness is an original platform game based around the exploits of many infamous horror characters.

HOW TO CONTROL



1 ATTACK

2 JUMP

HOW TO PLAY

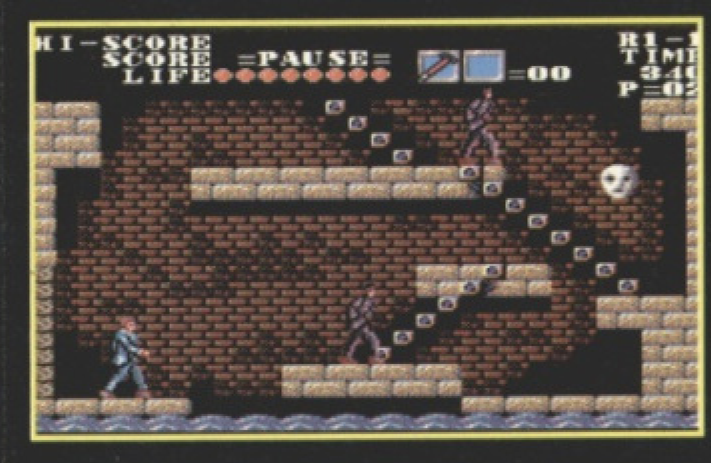
Scour the platform landscape of Olde London Towne seeking and destroying its evil undead denizens.

MASTER OF DARKNESS

The setting is nineteenth century London, a time of Hackney carriages and pea-souper fogs. It is also a time when the most terrifying menaces of history walk the Earth - Jack the Ripper, Dracula and the Phantom of the Opera to name but three. Thankfully the Phantom of yore wasn't Michael Crawford - otherwise he would have been far more terrifying. Still, even without Frank Spencer looning around the streets things are tough enough for the inhabitants of London.

Every morning a new corpse is discovered, mutilated in increasingly bizarre and sickening ways, with particularly bloody examples emerging after every full moon. All this is particularly hard on renowned psychic investigator Ferdinand Social who has so far come no closer to solving the crimes than the police. Then one night whilst ouijing with his ouija board, Ferdinand receives a chilling message - THAMES KILLER STRIKES TONIGHT.

Now it is Ferdinand's task to seek out Jack the Ripper before he strikes again, but what Jack hints at reveals something far more sinister - the existence of a deadly cabal which could mean the end of civilisation as we know it!





THEATRE SHOP

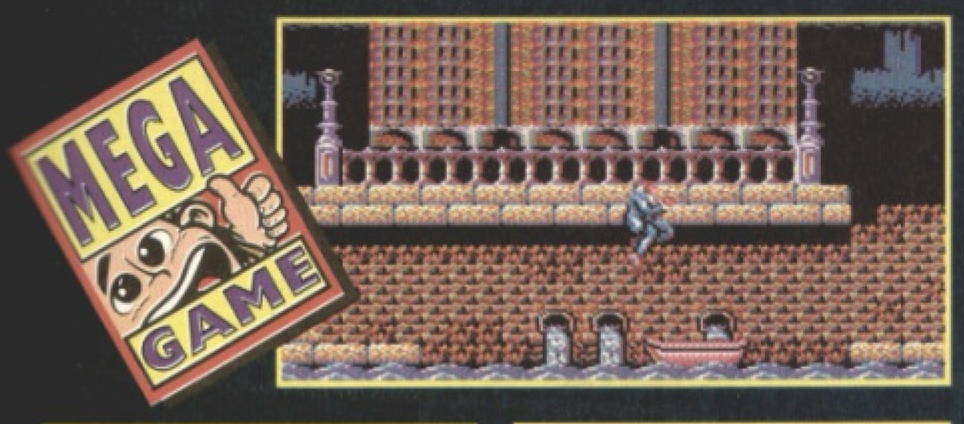
Like every good evil mastermind, the self-styled and mysterious Master Of Darkness has left an inordinate amount of bonuses in his wake, all of them concealed in those opera mask things you see at the theatre. The power-ups range from weapons and ammo, through to points spheres, with each colour denoting a different denomination from a hundred to a thousand points. Extra energy is also available to heal your injured detective, plus extra lives to improve your chances against the vile hordes.



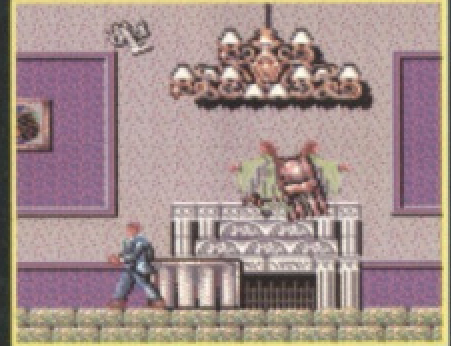
I'M A STORY TELLER...

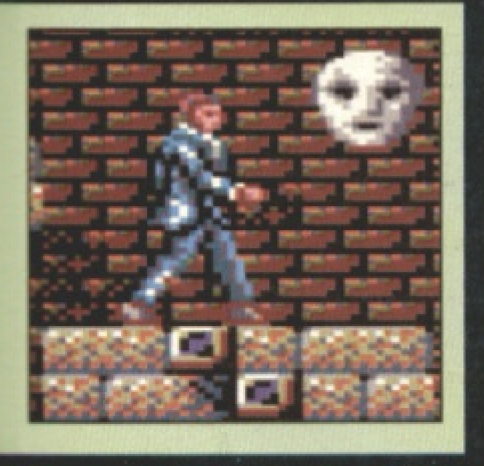
In between levels, and before the game even starts, the story behind the action unfolds. Clues to the identity and goals of the Master Of Darkness are revealed (one particularly good clue being the picture of the Phantom of the Opera owning up to being behind everything - A red herring perhaps?). The storyline is detailed in animated sequences with text narration. This adds a lot of atmosphere to the game and compels the player to beat the next level for a further instalment of the tale.

MEGA GAME


Ferdinand loiters around the sewers of London...

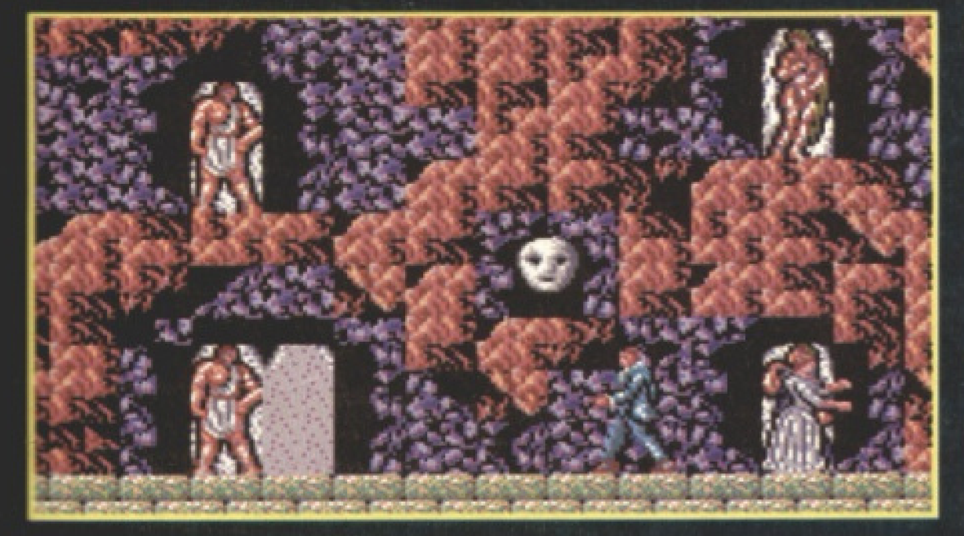


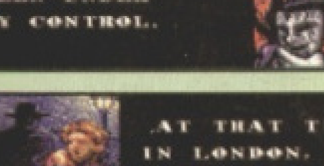





Ferdy uncovers one of the many hidden bonuses.

Mind the dummies, Marlon.







In a fit of pique, Ray lunged for Lord Charles.



STICK YOUR WEAPON ON SOME GHOULIES

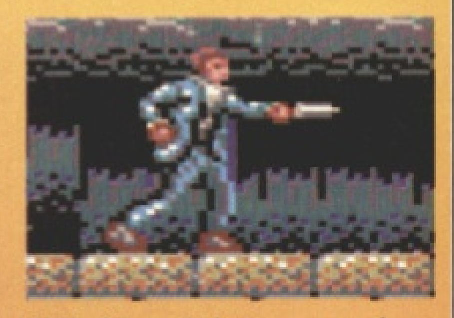
Ferdinand may be a bit of a whizz with his ouija, but he really hasn't got much of a clue when it comes to rumbling with zombies. At the very start of the game, Social is given only a small knife which has a short range and does very little damage. However, this doesn't stop him picking up bonus weapons, hidden in the masks spread throughout each level. There are two types of weapon available - normal and projectile. Normal weapons are held in the hand whilst.projectile weapons have the advantage of long-range fire (ammunition is limited though). Only one weapon of each type may be held at once. The weapons available are detailed here.

NORMAL WEAPONS

HAMMER: A long-handled instrument of destruction which kills most nasties with one blow. The best short-range weapon by far.



KNIFE: The bog-standard weapon. Low-powered with very close range. Get rid of it quick and try not to pick it up again.



SWORD: Not much more powerful than the knife, but it has a decent range so enemies don't tend to get as dangerously close.



AXE: Same titchy range as the knife but destroys most enemies with a single blow.



PROJECTILE WEAPONS

BOMBS: Unpredictable flight curves make these bombs difficult to aim, especially as they explode on contact. However, they do tons of damage.



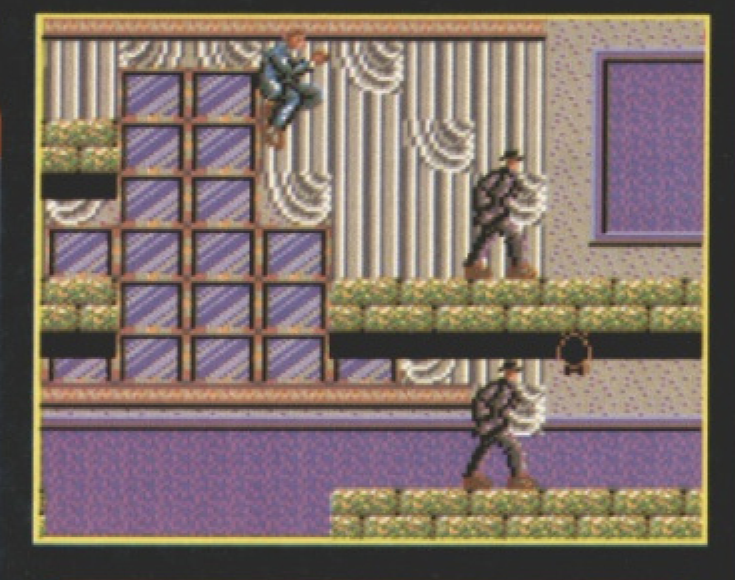
BOOMERANGS: Fast moving throwables which return before reaching the edge of the screen thus impairing their range. Damage is pretty low but you get plenty of boomerangs for your icon.



PISTOL: Easily the best weapon in the game. The damage is probably the lowest of the lot, but the gun is quick firing and you are rewarded with loads of bullets for each icon collected.



Fly, fly you fool!



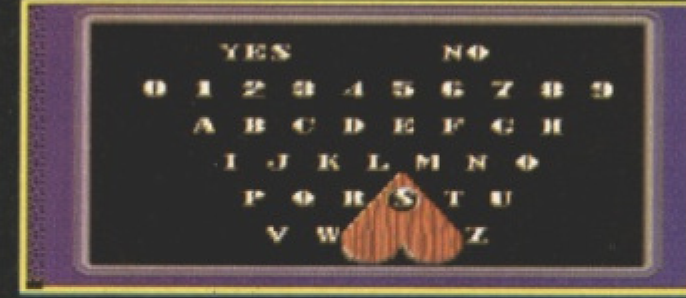
COMMENT

Master System-owning Castlevania fans should be cock-a-hoop over Master Of Darkness, for other than the cosmetic changes this is pretty much the same as the classic Konami games! Still, it's no bad thing as there's nothing of this ilk around on the MS anyway, and it's made all the more forgivable by the high quality of the finished product. The presentation of Master Of Darkness is superb, with the gorgeous intros and intermissions and the fantastic graphics. There are loads of little touches all over the place such as torn posters fluttering in the breeze, the ouija board spelling out continue messages and some recognisable landmarks in the parallax backgrounds! The sound is excellent too, with the tunes being particularly impressive. The gameplay itself is brill. The controls are responsive and the action comes thick and fast. When you're not busy fending off ghouls and zombies there's a tricky platform arrangement to negotiate, along with scores of secret rooms to discover! Master Of Darkness is easily one of the best Master System games released in a long time, so leg it down to your local software emporium now and grab themselves a copy.





Ferdinand's ouija board gives him clues, hints, and even resurrects him when he dies!



COMMENT

With the similarities to the Castlevania series aside, Master of Darkness is an outstanding piece of software! The cart is crammed full of brilliant intermission screens and attention to detail that is so often omitted in most releases. The game plays so smoothly too with the learning curve pitched just right to allow for a few clumsy mistakes at the beginning of the game, with virtually no room for forgiveness later on. Master of Darkness drives a huge stake through the hearts of all the parasitical platform games on the Master System that offer nothing new to explore and become boring very quickly. Each end-of-level guardian is lifted from classic horror stories and provides Dr Social (Dr Social?!) with a chilling dialogue before launching their unique, diabolic attacks on him. With the exception of Jack the Ripper, such attacks are very clever and imaginative though not much of a challenge. The majority of the enemy sprites are large and detailed, a pain in the neck and a pleasure to excorcise. Accompanied by some ghostly music and ghoulishly great sound effects, the whole presentation is almost perfect. Basically Master of Darkness is good, sinister fun and an excellent showcase for the Master System whose sell-by date, judging from this, is a long way off yet!



'Tis Saucy Jack - the Ripper himself



HONEY, I SHRUNK THE ZOMBIES

Master Of Darkness fans who'd like to see the game shrunk down to miniature and portable size so as they can play it on the move have cause to be happy. For indeed, Master Of Darkness is soon being converted to the small screen of the Game Gear, courtesy of the same programming team responsible for the original. So far it looks like an exact replica of the Master System version, and hopefully it'll play as well too.

LONG TERM REPORT

HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN

STRATEGY
ACTION
CHALLENGE
REFLEXES

PRESENTATION 92

▲Smart intros and intermissions.
▼No options.

GRAPHICS 90

▲Detailed sprites and backgrounds, good animation and great use of colour.

SOUND 90

▲Fabbola tunes and pretty good effects.
▼Perhaps an extra effect or two might not have gone amiss.

PLAYABILITY 93

▲Smooth, fast and responsive. Great fun to play.
▼Not very original though, is it now?

LASTABILITY 91

▲It gets very tough after a couple of levels.
▼Infinite continues take some challenge out of it, but even once you've beaten it, it's likely you'll go back to it.

OVERALL 92

Although not exactly tops in originality, Master of Darkness is a superb title you'd be a fool to miss. Buy! Buy you fools!



Welcome to the all-new Game Gear round-up feature! Contained within these pages you'll find all the latest releases for Sega's colour portable wonder. We've got a top low-down on Sonic II, a review of Chuck Rock and Super Off-Road and... loads more besides! Examination of these fine pages is required for the full Game Gear picture! As Kriss Kross would say, "check it arrgght!"

SONIC THE HEDGEHOG II

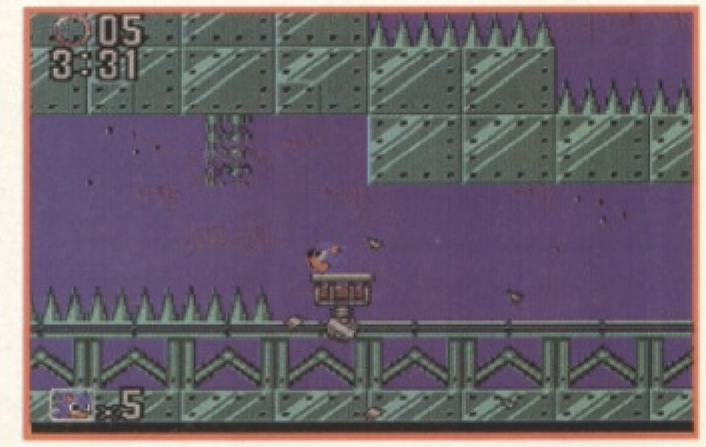
Life is tough when you're a budding video game star. Old favourites such as Alex Kidd and Wonderboy have fallen by the wayside, with only Robocod being able to hold his own in the first division struggle dominated by Sonic and Mario. Imagine then the heartbreak of rising young star, Tails. Hyped up as the next big thing to hit Sega's consoles and given the choice co-starring role in the major new Sonic release, poor old Tails (aka Miles Prower - groan) has been kidnapped by the wicked Doctor Robotnik just hours before his Game Gear debut.

Now it is the job of everyone's favourite blue hedgehog to zoom to the rescue, saving all the innocent bunnies and birdies who are also in Robotnik's clutches along the way. Thus runs the plot for Sonic 2, surely one of the most eagerly-awaited Sega games ever. All right, so it's a bit of a cop-out way of avoiding having to put Tails in the main game, but the programmers have made up for this by revamping the graphics and making the game run even faster! Will you ever reach the end?

PRESENTATION	82%
GRAPHICS	96%
SOUND	94%
PLAYABILITY	79%
LASTABILITY	86%
OVERALL	80%

PAUL **I enjoyed playing Sonic 2 on the Master System and this version is almost identical. There aren't that many games that measure up to the class of the first Sonic game on the Game Gear but this sequel really does its predecessor proud.The game itself is actually much faster on Sega's portable and the music that greets you upon reaching the end-of-level-bosses has been improved too. Furthermore the difficulty setting has been raised slightly but this isn't the only factor that contributes to Sonic 2's high level of challenge. The field of vision has been reduced considerably so that it is impossible to see where Sonic is going. The very first boss is almost impossible to beat because you need to use ESP to determine where the bouncing bombs are about to appear from next! Although most of the game is only slightly affected by this flaw there are times when it is extremely annoying. Apart from that Sonic II is still a great game and you'd be silly to pass it up.**

▲ **Confront the CD of Doom.**


▲ **Trolley, trolley you fool.**


▲ **Lionel Ritchie frolics here.**

CHUCK ROCK

▲ It's Dance Workout with Chuck!

This conversion of the Master System game remains much the same. The twisted Gary Gritter has kidnapped Chuck Rock's fair wife, Ophelia. It's down to you, controlling Chuck, to run around various prehistoric platform environments, doling out rock-related justice to the many beasties in your search for Gritter.
Aiding your cause is Chuck's enormous belly. This can be lashed at will towards any enemies, hopefully slapping them off this mortal coil! However, if you're more inclined towards more conventional methods, a decent flying kick is available! You'll need to master every one of these attacks, along with the use of rocks, especially against some of the enormous bosses Gritter has cunningly positioned at the end of each major level!

PRESENTATION	79%
GRAPHICS	83%
SOUND	87%
PLAYABILITY	91%
LASTABILITY	90%
OVERALL	90%

RICH I really enjoyed the Megadrive and Master System versions of this game and find that this conversion remains just as playable as its big brothers! The graphics are smart with decent animation on the sprites and good backdrops. The sound consists of some cool tunes and decent effects. However, it's the gameplay that really matters, and Chuck Rock certainly delivers. As far as Game Gear platform action goes, you can't do much better than Chuck Rock.





▲ Gumph! A slime beast!

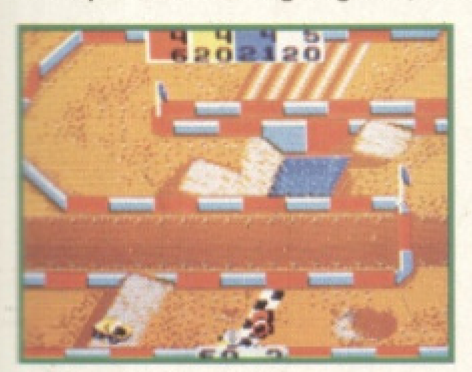


SUPER OFF-ROAD

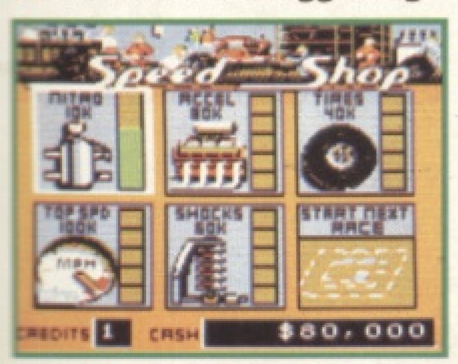
Ever fancied jumping into a massive 4x4 truck, burning around a wide range of off-road tracks? You have! Well, look no further - Ivan "Ironman" Stewart's Super Off-Road is the game for you! This game (converted from the Leland coin-op by top coders, Graftgold) is played a lot like the classic Atari coin-op, Super Sprint. However, Super Off-Road is far superior to that aged game, containing loads of power-ups to boost the performance of your truck. As you might imagine, the basic aim of the game is to win races. The prize money from these races can be used to buy new equipment or power-ups in the Super Off-Road Speed Shop.

Adding to the high-speed, mega thrilling excitement is the addition of a two-player mode. This enables two Super Off-Road owning Game Gear nuts to link their machines together and compete in the championships together. Keep on truckin'...

PRESENTATION	76%
GRAPHICS	85%
SOUND	84%
PLAYABILITY	91%
LASTABILITY	89%
OVERALL	91%



▲ Brrm! Brrm! Chuggachug!



▲ Funny, there's no...

RICH I'm not really that keen on the coin-op, but this conversion is excellent, incorporating every feature of the coin-op (apart from the three-player mode!). The graphics are great - boasting vast amounts of detail and great colour. As you can probably imagine, the action doesn't take place on a single static-screen like the arcade version. This translation of the game features super-smooth scrolling, zooming in on a large proportion of the track. Audio-wise, the game's pretty good. The effects are a tad weak, but all of the coin-op's tunes are there, more than making up for it. The gameplay does become quite repetitive after a while, but it's just such good fun to play, it should keep you coming back for more months after you've bought it. There's definitely a lack of decent race games available for the Game Gear, but Super Off-Road seems to fit the bill quite nicely. Highly Recommended.



▲ Mind the josliting reckless drivers on the start line, Marlon.

GAME GEAR ROUND-UP

OUTRUN EUROPA

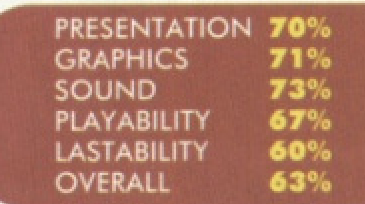
Simeon Kurtz, secret agent, has a problem. There he was, living it up in the Illusion Confusion night-club, celebrating the end of another mission when suddenly, enemy forces purloined his Ferrari F40 sports car - complete with the recently appropriated secret plans he'd risked his life to get hold of! Being the cunning secret agent that he is, Kurtz decides to give chase, and so begins the game known as Outrun Europa. There are five different stages of high-speed racing action as Simeon desperately attempts to retrieve the stolen plans. Many means of transport are available to him, including a motorbike, jet-ski and Porsche! Only at the last level do you have the opportunity to reclaim your Ferrari and deliver the plans.



RICH Outrun Europa is a very close conversion of the Master System game that we reviewed in MEAN MACHINES exactly a year ago. The problems remain the same. The gameplay is just too repetitive, with very little difference between each level apart from the graphics. The graphics themselves are quite dull and the 3D effect jerky. As road racers go, it's not awful, it's just very average.



PRESENTATION	70%
GRAPHICS	71%
SOUND	73%
PLAYABILITY	67%
LASTABILITY	60%
OVERALL	63%







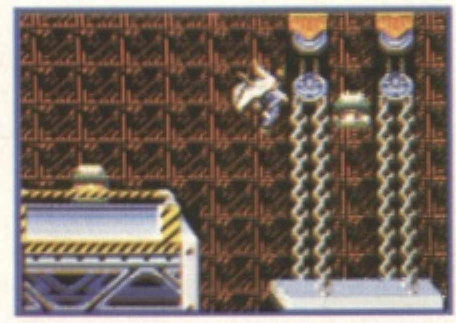


▲ Hey! Come back with my video!

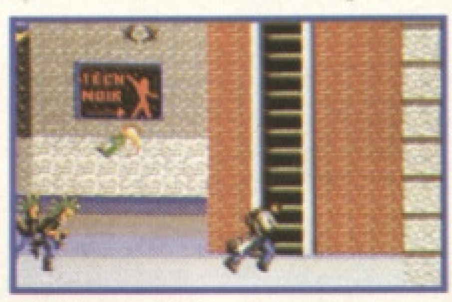
THE TERMINATOR

Kyle Reese has been sent back in time to prevent the murder of young Sarah Connor at the hands of the cold, logical killing machine, the Terminator! Connor is due to give birth to the future leader of Earth, and the machine rulers of the 21st century are attempting to stop that at all costs! It's down to you to control Reese and first of all reach the time machine that takes you back to Los Angeles, 1984.
Once there, you have to avoid the clutches of the local police force and rescue Sarah Connor from the Terminator. After that, it's a case of keeping as far away from the cyborg as possible, until you confront him at the Steel Plant at the game's finale! This is presented in the game by a series of scrolling platform environments that Reese traverses, blasting everything that crosses his path!

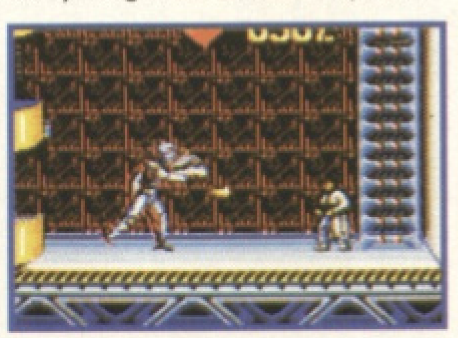
PRESENTATION	91%
GRAPHICS	90%
SOUND	86%
PLAYABILITY	82%
LASTABILITY	82%
OVERALL	82%



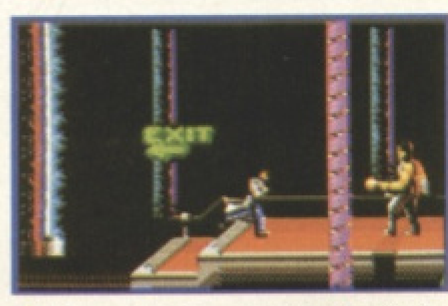
▲ Kriss Kross'll make ya...



▲ Yoinks! A Terminator!



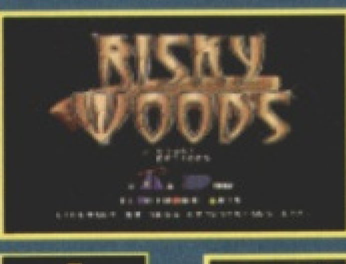
▲ The Tentacle Folks return.



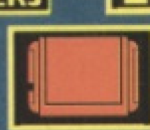
▲ Boogie down at Tech Noir.

RICH I found the Master System version of this game to be excellent and this is almost exactly the same, with brilliant graphics, decent sound and a real challenge. Unfortunately, the screen size is a lot smaller and the game runs faster. This means that meanies tend to rush on-screen and nab you with little warning - a real problem that the Master System version didn't have. However, once you get used to the pace and find ways around that problem, you soon find yourself getting engrossed in the game. The Terminator isn't a classic release, but it's great fun, quite lastable and above all, entertaining!

In the beginning
there was Void




1 PLAYERS



PRICE £39.99

BY EA

RELEASE DECEMBER

OPTIONS

CONTROL: JOYPAD
GAME DIFFICULTY: MEDIUM
CONTINUES: THREE.
SKILL LEVELS: ONE
RESPONSIVENESS: GOOD

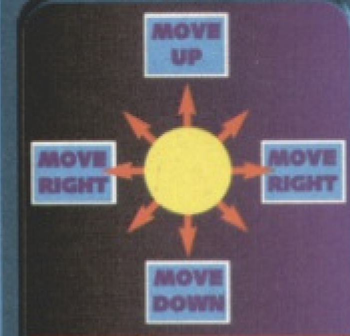
1ST DAY SCORE

424555

ORIGIN

Risky Woods is a conversion from the computer game released earlier this year.

HOW TO CONTROL



A FIRE WEAPON.

B JUMP.

C CHANT.

S STARTS AND PAUSES THE GAME.

HOW TO PLAY

GuideRohan through the risky environment in his monk-rescuing quest.







▲ Rohan frees his colleague.



▲ Rohan is set back again.



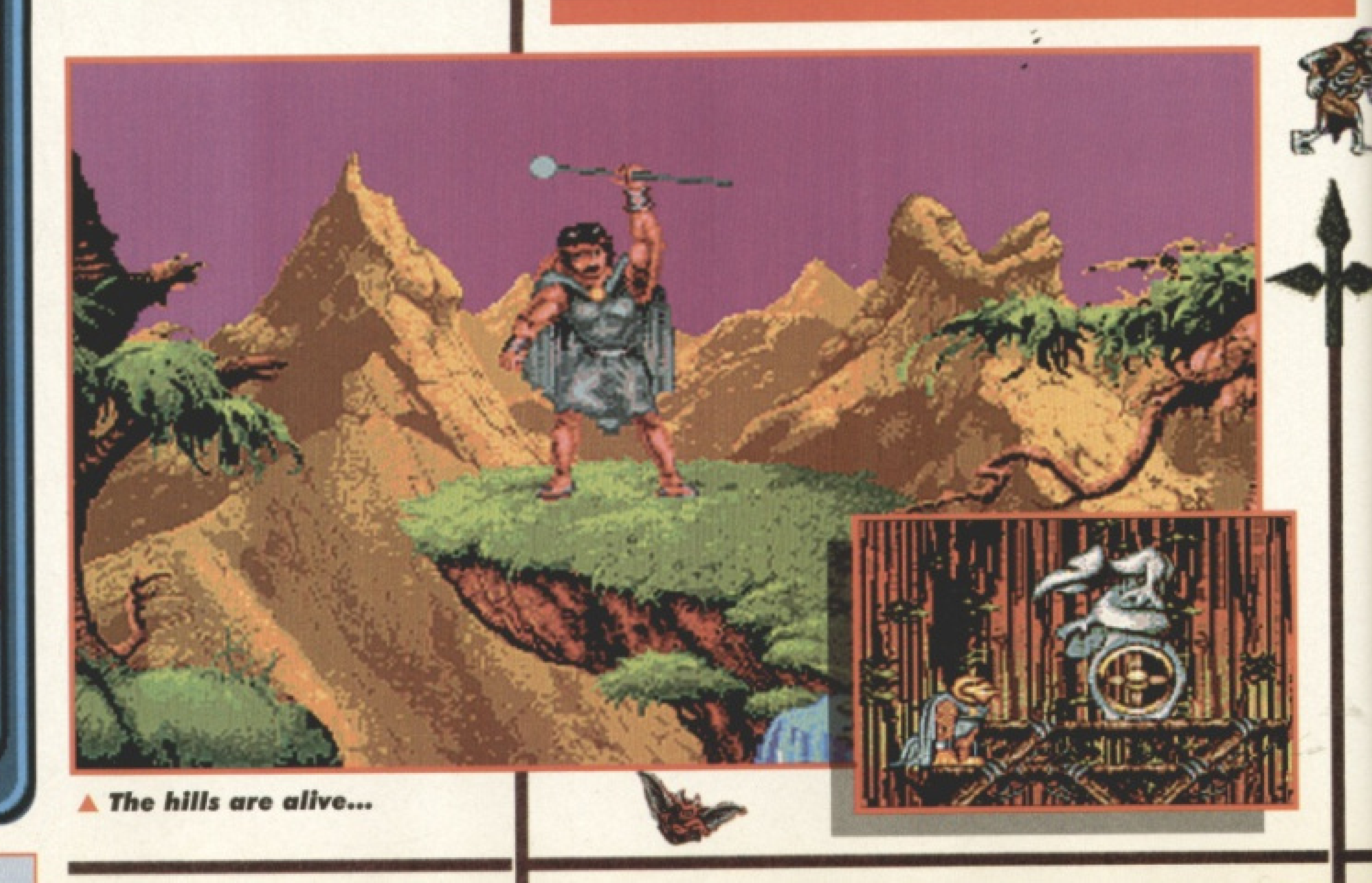


Rohan the warrior, guardian to a monastery of devout monks, awakes one morning to discover that the brethren have all been kidnapped. Such events have become increasingly common since the evil warlord Draxos seized control of the land. Consequently Rohan, not being one to pontificate sets out into the Risky Woods, domain of the vile kidnapper, in search of his charges. The player is cast in the role of Rohan, as he battles the legions of Draxos in his priest-rescuing quest.

Electronic Arts, world-renowned for some of the most competent games on the Megadrive, have converted this popular Amiga game over to the Megadrive. Risky Woods is a nine-level platform quest in the in the time-honoured tradition of 'good versus evil'. Can you help Rohan maintain this ancient equilibrium?



RISKY



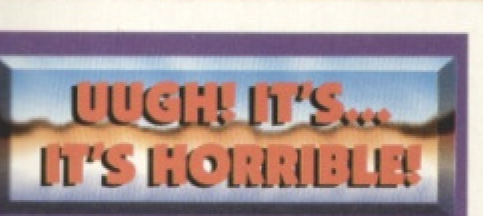
▲ The hills are alive...



▲ *Rohan, just coining it in!*



▲ *Achtung! Der brucke!!!*



UUGH! IT'S... IT'S HORRIBLE!

At the far reaches of stages two, four, six, eight and nine there lurk hideous creatures of immense power. Goodness knows what they are supposed to be, most probably demons from another dimension. What we can tell you is that the final boss is a vast abomination with swarms of minor denizens flying out of its belly. Rohan has to muster all his courage and guile if he is to see this final nasty off



▲ *Zzzzz....zzzzzz....zzzzzzz.*

ANIMAL, VEGETABLE OR MINERAL MONK?

One of the problems Rohan may not have anticipated is that Draxos has turned the kidnapped monks to stone. Consequently our hero is required to free them from their monolithic states by shattering their stone tombs with his weapon. Once free, the joyful monks cast an almighty spell on their immediate surroundings causing everything evil to crumble and die. However, the dastardly Draxos has anticipated Rohan's ingenuity and has also encased a number of evil monks in stone. Such wily worshippers of the dark also cast spells that damage Rohan along with the rest. Ooyah!

WOODS

SURVIVAL OF THE FITTER.

At various points throughout Rohan's journey he encounters an ornate looking bird-like statue mounted on a hollow plinth known as a Gatekeeper. The gap in the plinth is reserved for a key, the two halves of which are secreted at various locations in each level. Whenever Rohan confronts the Gatekeeper, inserts the key and 'chants' the incantation dictated by the statue correctly, the Gatekeeper crumbles and Rohan is permitted free passage to the road ahead. A bonus feature of the Gatekeepers is that they disperse hordes of useful weapons as they expire. How handy!



▲ *Eat this yer gert red-eyed monser!*



COMMENT

Although this may look pretty cool from the screen shots it actually plays like a wet Sunday afternoon in Rochdale. Take away the glitter and all you're left with is a below average platform game offering nothing new. In fact Risky Woods lacks many elements that have made the most popular platformers a success. All that is required of Rohan is to trundle along and fire whichever weapon is in his possession at whatever is in his way. The only interesting feature that is included is the 'Chant' triggered gatekeepers, but the odd game of 'Simon Says' fails to relieve the general tedium. There are only four main bosses to dispose of, and they only take a couple of minutes to suss. From then on the game is as featureless as my chest. Risky Woods stinks of a straight port-over from computer! It simply cannot hold its own against some of the superior arcade quality titles available to the Megadrive.

PAUL

REVIEW







▲ *Honey, I'm home.*



▲ *Here, boy. Catch. Good boy!*

COMMENT

On first glance, Risky Woods doesn't look much cop. The backgrounds are a bit on the bland and basic side, the main sprite's a bit of a bumbler - not the fluid grace you'd expect from this type of hero - and it just doesn't appear that new or interesting. But it's one of those games that grows on you and after a few goes, just when you're expecting to yawn, you actually start to get into it, then you begin to have fun and pretty soon have difficulty putting it down - curiouser and curiouser! It controls really well and there's lots to do, pick up and kill and there's some nice little touches like the gargoyles who play you a tune which you have to repeat to proceed. Some of the end-of-level gits are whoppers although sadly, many are far too easy to waste. Overall, it's not a great game but there is some fun to be derived from it.



LUCY

TOOLS OF RIGHTEOUSNESS

Should Rohan be dissatisfied with his current standard weapon, then the Gatekeepers' selection helps solve that problem. However, it is worth remembering that any weapon picked up whilst the same one is being carried effectively doubles its power. a weapon's power can effectively be tripled in this way. Here is the complete inventory of all the Gatekeepers' bag o' goodies:

● **MAGIC DAGGER**
Closely resembles the knife that Rohan carries at the start of the game. The difference is that these babies are much more powerful.

● **BOOMERANG**
The benefit of this piece of kit is that it takes out enemies from behind. Oo-er! It's razor-sharp edges do a nice job of it too.

● **FIREBALL**
Fireballs - plain and simple.

● **MORNING STAR**
Night or day this weapon's sure to bring stars to the enemies eyes.

● **AXE**
These are the boys for causing the most damage! Though Rohan has to take their arcing path into consideration otherwise they fly wide of their targets and do the least damage!









▲ *Behi-ind yo-ou....!*



LONG TERM REPORT	
HOUR	■■■■■
DAY	■■■■□
WEEK	■■■□□
MONTH	■■□□□
YEAR	■□□□□

BREAKDOWN	
STRATEGY	■■□□□
ACTION	■■■□□
CHALLENGE	■■■□□
REFLEXES	■■■□□

PRESENTATION 77

▲ Quite a nifty looking title-screen and the almost obligatory sound test/control configuration option screen.

GRAPHICS 90

▲ Risky Woods abounds with the most attractive looking sprites and scenic backgrounds.
▼ Everything looks so rigid and uncool.

SOUND 86

▲ The music is very clean and polished and supports the game well.
▼ But it is all so computer-like and uninspiring.

PLAYABILITY 75

▲ The reasonable level of challenge and desire to experience all the other levels is incentive enough.
▼ Sadly the range of tasks that are demanded of Rohan is small.

LASTABILITY 72

▲ There are nine levels to battle through which should take most players a while to explore.
▼ The continues available are just enough to ensure a speedy victory.

OVERALL 74

The less of this kind of thing that sees the light of day on the Megadrive the better. Not that it's altogether that bad but the machine is capable of so much more.

then there was

GAMESMASTER







PRICE	£39.99
BY	SEGA
RELEASE	NOVEMBER

OPTIONS

CONTROL:JOYPAD
GAME DIFFICULTY:MEDIUM
CONTINUES:THREE
SKILL LEVELS:THREE
RESPONSIVENESS:CLUMSY

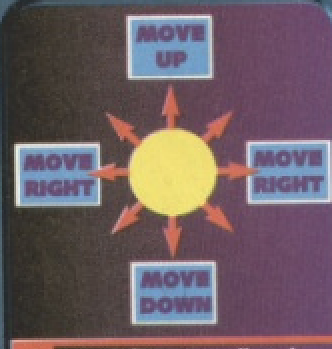
1ST DAY SCORE

14010

ORIGIN

Talespin, the game, is based on the latest Disney cartoon series of the same name .

HOW TO CONTROL



A Drops a box, once collected.

B Fires Baloo and Kit's various weapons.

C Makes Baloo or Kit jump. Pilot the plane if you are Kit.

S Starts and pauses the game.

HOW TO PLAY

Help Baloo and/or Kit to collect at least ten crates of cargo from nine exotic locations.



It's tough being a fading movie star; the offers start drying up and that promised starring role to relaunch your career just never seems to arrive. All that's left are Maxwell House adverts and You Bet. Such as it is,Baloo the Bear has decided to forsake his leafy residence in favour of the city's bright lights and, hopefully, more gainful employment.

Years later we find Baloo unsuccessfully managing his air freight firm 'Higher for Hire' with his 'young friend', Kit. Times are hard everywhere and when the chance to win an unbelievably huge business contract that would secure their ailing firm's future is announced Baloo and Kit find the temptation just too much. All they are required to do is to retrieve ten boxes of cargo from nine exotic locations. However, they are in competition with Baloo's old jungle nemesis, Shere Khan (who is also managing an air freight business!). Also, they have to complete their task within seven days If they are to secure this lucrative contract and hold on to their business. To make matters worse the skies are patrolled by the fearsome Sky Pirates lead by the evil Don Karnage.

This new two-player game from Sega puts you in the boots of the cuddly twosome as they wade through swamps, balance atop roofs and flee Don Karnage in a race across the skies to locate the precious cargo.



▲ *Water barrel o' laughs!*



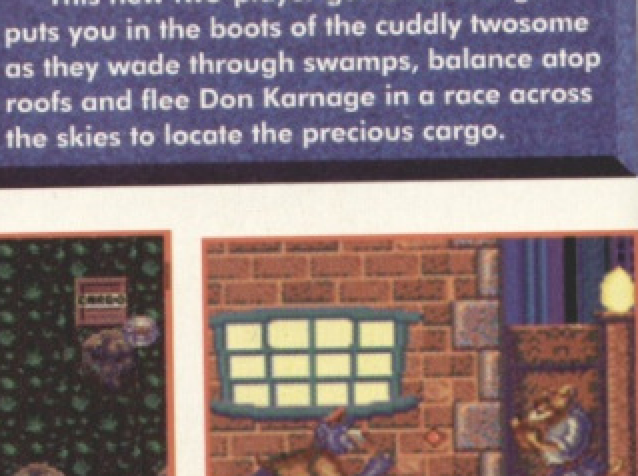
▲ *Big Chief Thunder Cloud.*



▲ *Achtung!! Stukagruppen!*



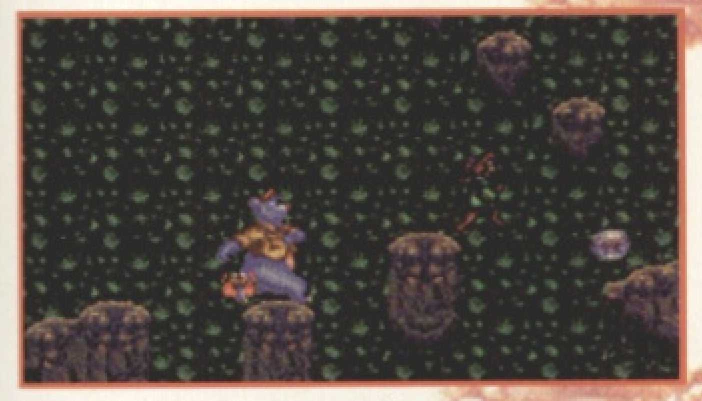
▲ *Doing the 'Dave Kelsall'.*



▲ *Paddle-ball poundering.*



▲ Look Mummy, I'm as tall as a house.



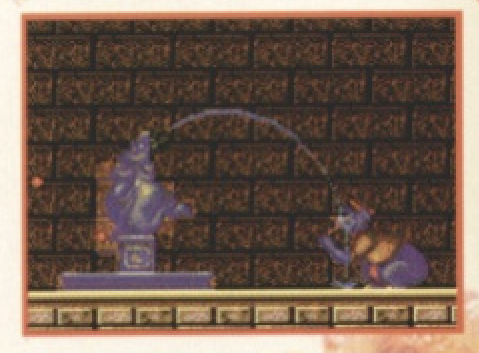
▲ Baloo gets crabby as Kit niks off.

DUCKIN' & A DIVIN'

Collecting the cargo is one thing but transporting it back to base is another problem entirely. When the azure-blue skies are swarming with the air pirates of Don Karnage, Baloo and Kit have really got their work cut out! As Baloo pilots the Sea Duck in a stomach-churning display of aerobatics the hapless Kit is left to trail behind on a flimsy Air Foil. Gulp!

ONE-PLAYER GAME: Those who choose to play Baloo have things relatively easy. Tackling the air pirates is simply a case of the standard UP, DOWN, LEFT, RIGHT and FIRE tactics and ignoring his partner's plight. Kit's ordeal is just that little bit harder because he controls the movement of the Sea Duck as well as the Air Foil.

TWO-PLAYER GAME: Co-operation of the highest order is necessary when separate players are in control of the two aviators. Player one, as Baloo, bears the most responsibility as the fate of Kit lies in his piloting paws. Kit, meanwhile, is left to depend on his Air Foiling finesse and Baloo to preserve his fur.



▲ Well that's just charming!



▲ Oomph!

THE MODEL KIT

Because of his diminutive stature Kit holds the advantage over Baloo in the clambering stakes. Kit is noticeably more agile and is far better at gadding about the platform scenes than his corpulent partner. The most obvious talent is Kit's ability to spring from deep waters onto nearby platforms. This saves much time messing about taking the long way round in some situations. Baloo's only advantage over Kit is that his paddle-ball is better at taking out the opposition - and he can hold his beer better!



▲ Eat rubber yer magnet totin stoat!



▲ Yes? What do you want?



▲ The hydrant of doom.

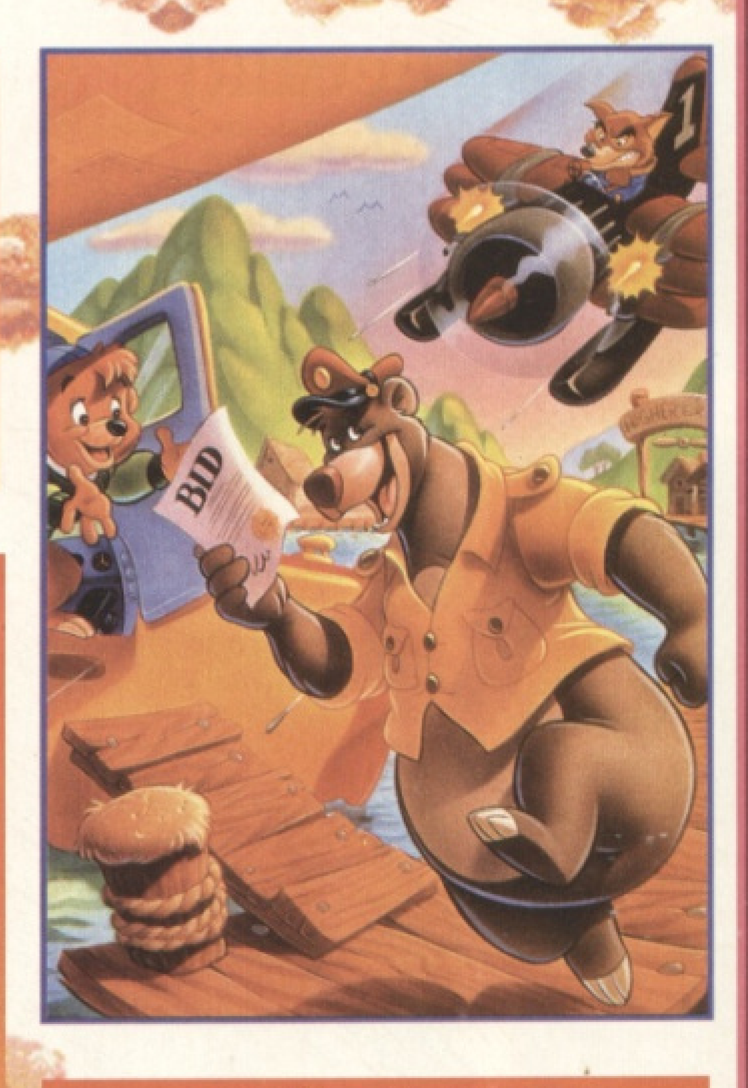
COMMENT

Full marks to Sega for offering something unexpected with TaleSpin, namely the shoot 'em up sections. The exploration parts of the game would work well too if it weren't for the awful faults in the programming. There is some dodgy logic going on here. It starts with some ridiculous concepts in the gameplay department and reaching new peaks of unfair collision detection in some situations. The fountains and fire hydrants are the culprits in this area. One of the most ridiculous problems that springs to mind is the way that water from a fire hydrant causes both Baloo and Kit so much damage,whereas swimming under-water in the caves causes no problems at all. In a two-player game the person controlling Kit plays a sad second fiddle to Baloo and is encumbered by his bumbling antics. Surely the split-screen type feature of Toe Jam and Earl would work better. I fear that the furrow in my brow from prolonged playing of this game may require plastic surgery for its removal because TaleSpin is so annoying. Experience Mickey and Donald's World of Illusion for a more satisfying escape from reality

PAUL

LEAVING SO SOON?

When the boxes of cargo are collected it's time to move on to the next location. The bears pass through the customs office en route to their aircraft and are accosted by an irate customs officer. There is a different officer in each country, every one sporting his own weapon with which to tan the bears' hides, so don't expect Baloo and Kit to get away with the same tactics every time. Mindlessly hammering away with the sling shot or paddle ball just doesn't work.



LOOK FOR THE BEARS' NECESSITIES

The problems presented to Kit and Baloo in their search for cargo depend largely on the nature of the location in which it is found. The very first tentative steps in the Caribbean are greeted with squelchy quick-sand and collapsing bridges. From then on the challenge of the natural surroundings becomes greater and require more thought regarding the best route to take. Quite often there is more than one path to the customs office from the starting position and so careful consideration saves much wasted time.

BOX CLEVER

There are many occasions when both Kit and Baloo encounter a platform that appears tantalisingly out of reach. This is where a spot of ingenuity comes in very handy. Scattered around the various locations are empty boxes that function as portable steps. The two bears may carry up to three boxes at a time and drop them at strategic points to access all areas. Wise use of these steps uncovers such goodies as extra lives.

COMMENT

The basic concept behind TaleSpin is quite good, splitting the action between platform and shoot 'em up levels. Sadly, the implementation is dire and spoils everything. The controls are unresponsive and "floaty", with Baloo drifting around like a ghost. The collision detection is very bad indeed - there are certain enemies who require only a single hit to kill, but no matter how hard you try you can't hit them for toffee. The last straw must be the stupid two-player mode. Having Kit dragged along after Baloo is very frustrating, especially if the Baloo player makes a mistake and the other player pays the price for it. There's loads of cartoon platform games out there, including the spectacular World of Illusion, and the all right shoot 'em up bits don't do nearly enough to warrant the purchase of TaleSpin.







▲ *This part's a bit 'rock' innit?!*

LONG TERM REPORT
HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN
STRATEGY
ACTION
CHALLENGE
REFLEXES

PRESENTATION 77

▲ An attractive cartoon-like introductory story. A selection of options available to tweak.

▼ Nothing outstanding though.

GRAPHICS 79

▲ The images from the cartoon are easily recognisable in their video-game forms.

▼ Poor animation.The shoot-em-up sections look quite tragic!

SOUND 80

▲ Happy tunes and amusing effects spit the attempt at a joyful game.

▼ The laborius gameplay is such that the melodies sart to grind on the nerves.

PLAYABILITY 44

▼ TaleSpin rivals Fantasia in its dreadful playability caused by poor collision detection and stupid game design.

LASTABILITY 57

▼ TaleSpin's appeal is severely marred by the lacklustre playability and so its long term interest is very limited indeed.

OVERALL 59

A great licence opportunity put to waste. TaleSpin makes a couple of brave attempts at new ideas that are sadly let-down by a careless lack of playtesting.

and now....



REVIEW



PRICE	E A
BY	£44.99
RELEASE	FEBRUARY

OPTIONS

CONTROL: JOYPAD
GAME DIFFICULTY: MEDIUM
CONTINUES: NOT APPLICABLE
SKILL LEVELS: ONE
RESPONSIVENESS: ACCURATE

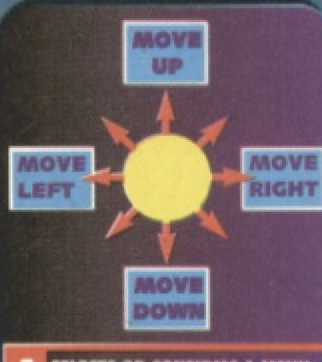
1ST DAY SCORE

RANKED OUT (DOH!)

ORIGIN

The PGA Tour is a world class American open golf tournament. This adaptation has made its way to the Megadrive. This is the sequel.

HOW TO CONTROL



A SELECTS OR CONFIRMS A MENU CHOICE.

B PRESS B THREE TIMES TO STRIKE THE BALL.

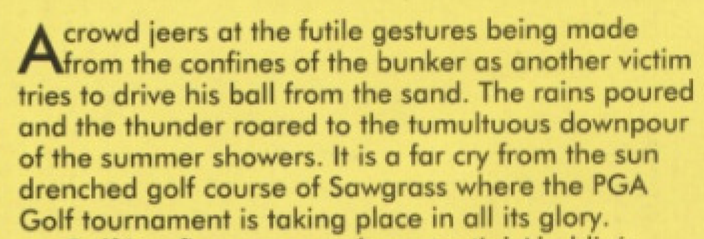
C HOLD C TO DISPLAY THE DRAW/FADE ADJUSTER.

S ACTIVATES THE MENU BAR.

HOW TO PLAY

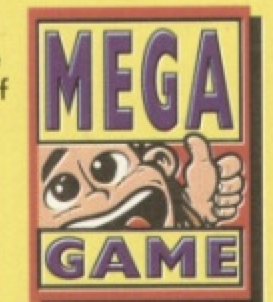
Choose a tournament, skins game or simply take a few practice rounds. Use the best clubs and be wary of the weather conditions.

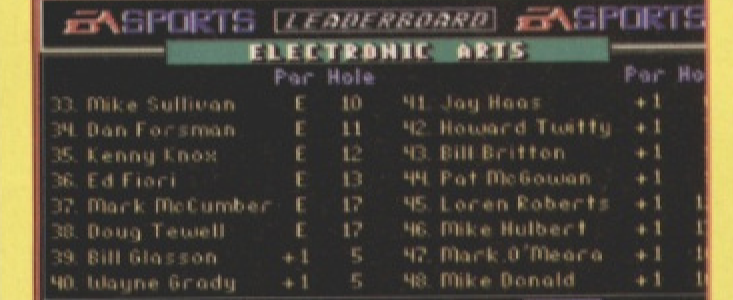
PGA TOUR



A crowd jeers at the futile gestures being made from the confines of the bunker as another victim tries to drive his ball from the sand. The rains poured and the thunder roared to the tumultuous downpour of the summer showers. It is a far cry from the sun drenched golf course of Sawgrass where the PGA Golf tournament is taking place in all its glory.

Golf is a fine game and a potential Aladdin's cave of phenomenal prize winnings and world recognition. Unfortunately, for us Brits, the weather in England is so changeable that the luxury of a near perfect range of courses is denied us. Sometimes the Americans have all the luck! They also have the best golf courses and steaming great wads of cash to speak of which is why the PGA Tour is so popular. Electronic Arts gave Megadrive owners the chance to experience the thrill of competing against the pros last year with their extremely authentic approach at a video game golf simulation. This month sees the release of PGA Tour Golf II, the imaginatively titled follow up to the its successful forerunner. With some new features and three additional courses to test the mettle of the most dedicated golf addicts, PGA II looks like it may steal the trophy as the best golf simulation on any system.

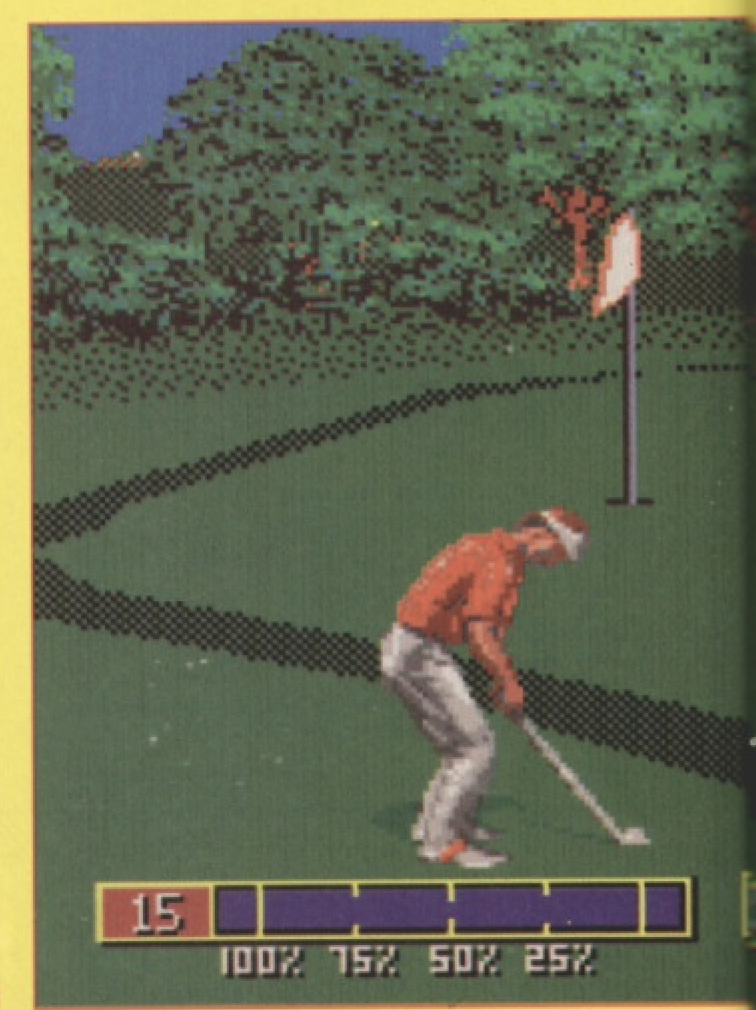




▲ *That's us at the top of the list! Never heard of that chap who came in last though.*

THE MINT WITH THE HOLE EXPLAINED.

Playing the Skins Game in PGA II is an excellent opportunity to make a quick killing and thus rake in tons of cash. Two to four players are allowed to compete for cash over an 18 hole course with each one carrying a certain amount of moolah for the taking. As the game progresses so does the value of the hole, or skin, and a player is required to shoot the hole in fewer shots than his pals if he is to claim the prize. Obviously more players make the requirements much harder to meet. If one is tied then the skin is carried over to the next hole so that the next has two skins up for grabs and so on.



▲ *Let me get this straight: I hit this little ball into the trees, right?... Hey, wait a minute!*



▲ *Very interesting...mmm..yep...Zzzz...Zzz...*

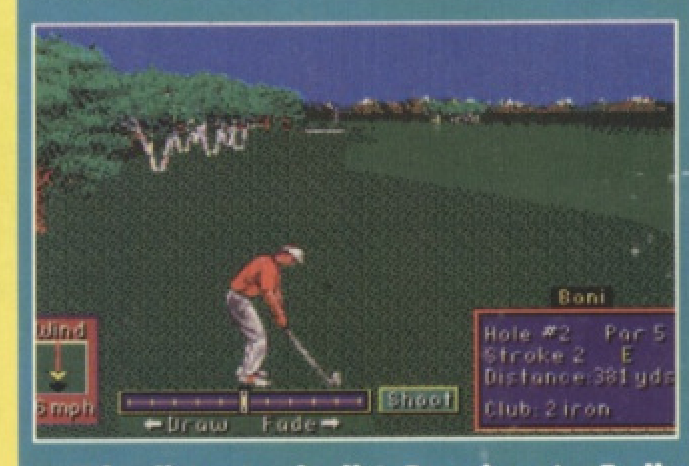


R GOLF II

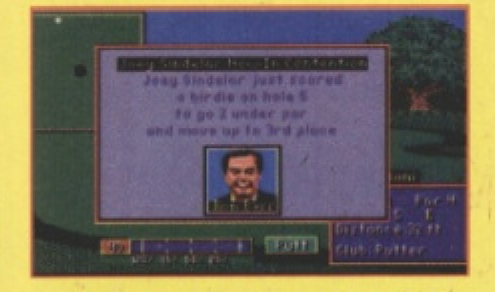
Boni
Hole #3 Par 3
Stroke 3 +3
Distance: 13 yds.
Chip
Club: 7 iron

DAMN TREE/LAKE/BUNKER!

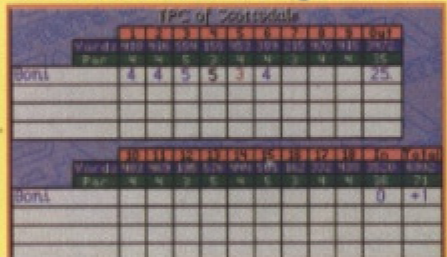
When a player is confronted at close range by an obstacle in PGA I, there is little chance of avoiding it unless a skillful chip shot or something similar is made. Thankfully this sequel has put an end to all this mucking about by introducing a Draw and Fade meter. Briefly this allows the player to control the slice or hook of the swing before being commited to an embarrassing leaf loosening babooned shot doomed for the trees.



▲ *Wheelin' an' a dealin'. Drawin an' a Fadin.*



▲ ***Wanted: For laughing in the faces of useless golfers.***







▼ ***Go o-on! Go-oon! go on!! Get in there! Don't you dare miss... Just that little bit..Yes!***

COMMENT

PAUL

PGA is another one of them there games that has no apparent faults, so why Electronic Arts have opted to produce an updated version is beyond me. After playing the game for some time, though, I must say that the changes have made a remarkable difference. The three extra courses are certainly nothing to sneer at and the Draw-Fade meter gives advanced players the chance to excel in ever finer golfing gameplay. Extra sound effects have also been included to some success. It is very rewarding to have somebody shout "Yo Man!" whenever a particularly hard, yet accurate, drive is successfully sent soaring off into the horizon. I doubt wether the Hole Browser's going to excite many people beyond the first half an hour but it's an interesting feature all the same. Unlike the recent John Madden's excuse of an update, not to mention the great Basketball rip-off, PGA II is definitely worth forsaking the original for.

REVIEW

HE WOULDN'T LET IT LIE.

The ease with which any particular shot is taken depends largely upon the way that the ball is placed on the course. In golfing circles this is refered to as the way the ball lies. There are seven surfaces in all on which the ball is likely to rest:

THE TEE: Obvious! This is the point from which the ball starts the game.

THE FAIRWAY: Nothing much to worry about here. In fact keeping the ball on the fairway when not teeing off or putting on the green is the safest way to getting a good par. Incidentally 'par' is golfing lingo for the ideal number of shots in which hole can be achieved. So now you know.

THE GREEN: When you see those golfing chaps crouching on the green it isn't because they need a dump or have suddenly lost the use of their legs! It's because they're checking out the lie of the land for any peculiarities that may misdirect the ball on its way to the hole. In PGA Tour Golf II Electronic Arts have simulated this neccessary careful consideration factor by means of a grid that shows up the undulations of the green. By studying this screen it is possible to account for the ups and downs and perform the kind of long distance putting miracles that only used to occur in dreams.

THE FRINGE: There are few benefits from finding that the ball is lying on the fringe - the dark area at the edges of the green. A player needs to strike the ball extra hard to get it into the hole from here and this can seriously affect the accuracy of the shot.

THE ROUGH: Great skill is required to make an effective drive to the green from the rough. Perhaps the best course of action from here would be to chip the ball onto the fairway and carry on from there.

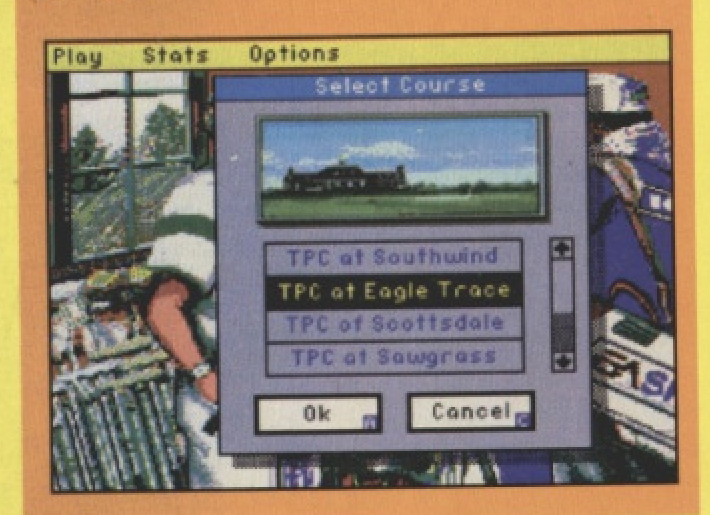
THE DEEP ROUGH: Get the grass cutters out, because this is almost as bad as the bunkers. Arghh!

THE SAND: Aaaaaaaaagh!!!!

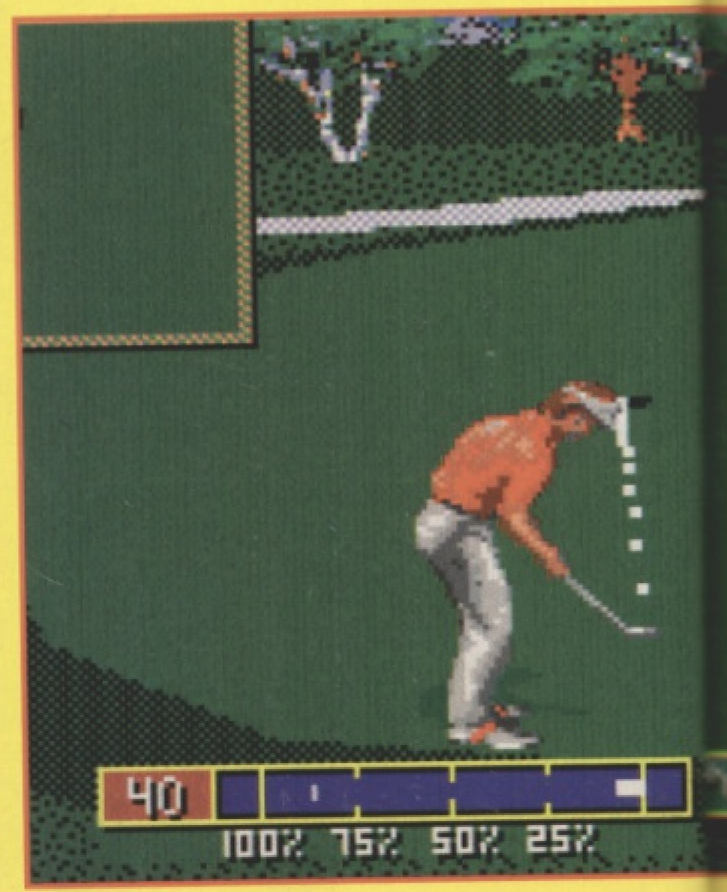
▲ ***What? Hit it as hard as I can? Oh alright.***

SO YOU THINK YOU'RE THE MASTER, EH?

For anyone who professes expertise on the courses of the original PGA courses on offer, Electronic Arts have programmed an extra three courses to put an end to this vile boasting. These are called Southwind, Eagle Trace and Scottsdale. Each one presents a greater amount of challenge than the previous four and so any would be console-Fred Couples have their work well and truly cut out for them now.

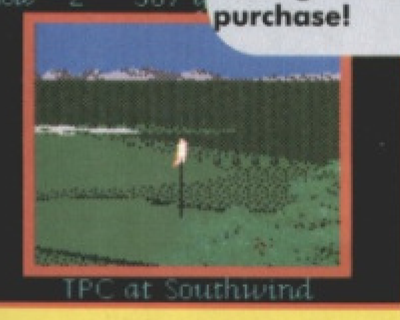


▼ ***What do you know... it worked! Cheers!***



COMMENT

Hats off to the guys at Electronic Arts - they've managed to take the perfect golf game (PGA Tour Golf) and make it EVEN BETTER! I'm simply stunned! The first game scored so well because of the near-perfect playability. The sequel is just as good, but tinkers with the formula ever-so-slightly to good effect. New options, like the hole browser, are actually very helpful when it comes to setting up difficult shots. Multi-player PGA Tour Golf was one of the greatest pastimes you could partake in using the Megadrive, and in the sequel it's even better! The Skins game is particularly good and adds a great deal of suspense to the proceedings - there's nothing better than building up a whopping great Skin and then pinching it from your mate with a particularly jammy shot! Brilliant! EA have got a lot of stick lately for needlessly updating their products. In the case of PGA Tour Golf II, it's an extremely worthwhile exercise - this game is an ESSENTIAL purchase!





Boni

Hole #3 Par 5
Stroke 5 +2
Distance:32 ft.
Club: Putter

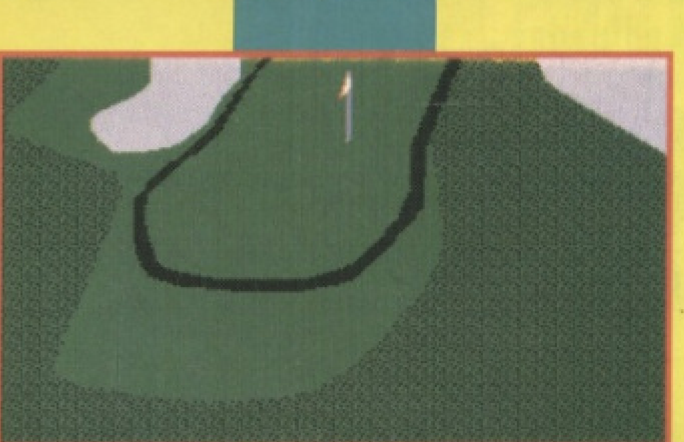
JUST BROWSING, THANKS.

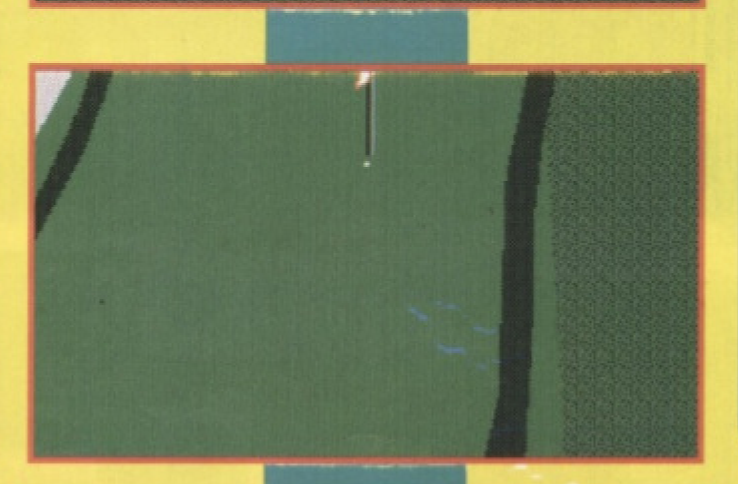
Another new feature that Electronic Arts have inculded is the Hole Browser. The Browser is an over-head camera that allows players to effectively fly over the course to anticipate any hazards that could foul things up and give the opposition any kind of advantage. Players have total control over the camera and are able to zoom in from any angle from a selection of viewpoints. Nifty eh?

▼ *Hole Browsing action ahoy!*









PRESENTATION 93

▲ The aspect that has made PGA Tour Golf such a success is its flawless presentation. The icon-driven selection is topper. The attract screens are quite impressive too.

GRAPHICS 92

▲ All the courses are convincingly drawn with the fly-over view and Hole Browsing facility helping to give depth to the playing field.
▼ Better use could be made of the Megadrive's range of colours.

SOUND 90

▲ What with the smart music and extra sampled effects, the sound in PGA II is virtually faultless. An incredible atmosphere is sustained thanks to the sound.

PLAYABILITY 97

▲ Likewise the playability is without error, partly because of the excellent presentation and partly due to the sensible control method.

LASTABILITY 94

▲ For as long as you're interested in the game of golf, PGA II offers the perfect game excursion! There are seven different courses and three areas of play . So there's little chance of boredom!

OVERALL 95

Electronic Arts have managed to make the best even better. This is the finest example of golf on the Megadrive! Although it's only supposed to be an update, PGA Tour Golf II is far better than the original!




THE WORL

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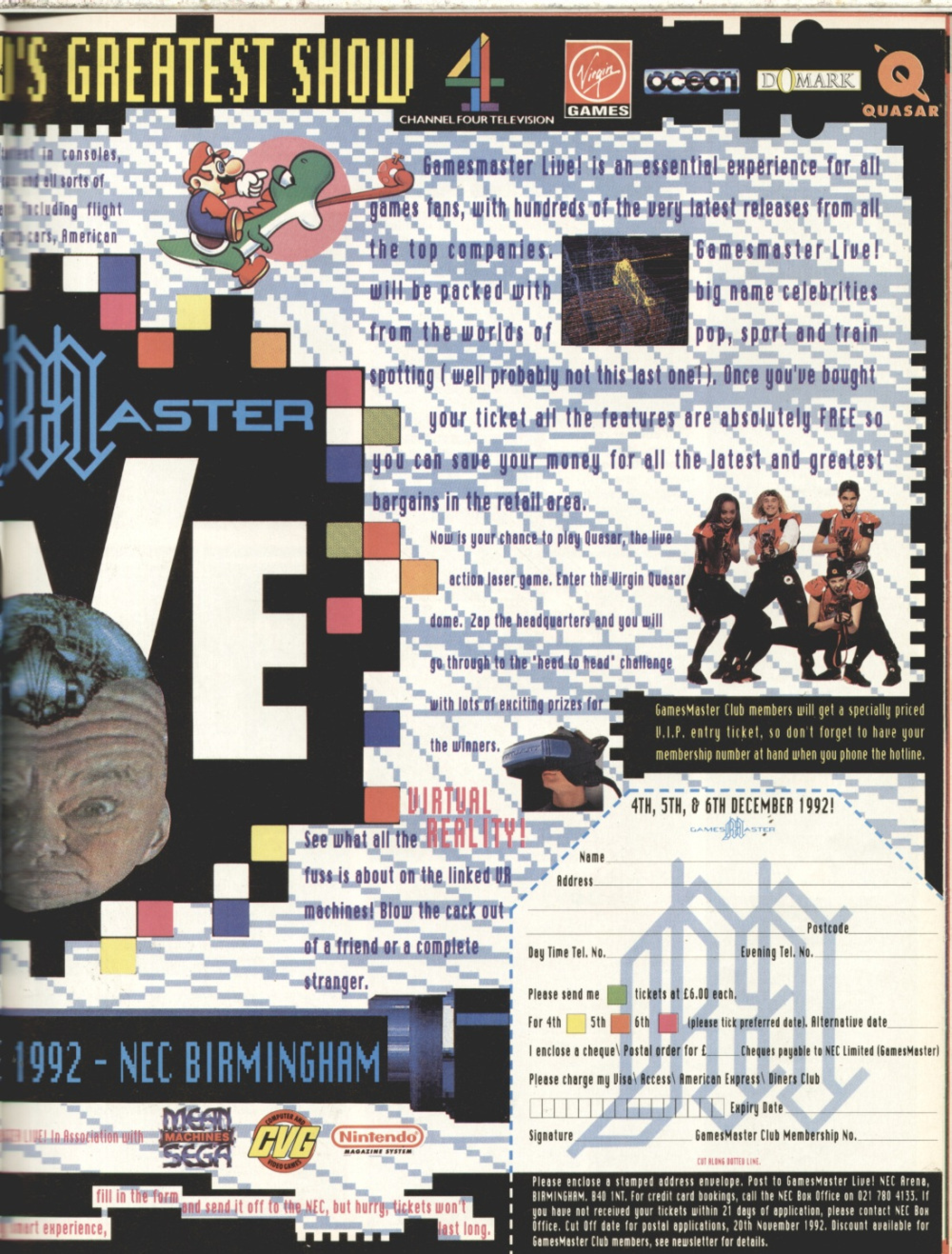




4TH 5TH 6TH DECEMBE

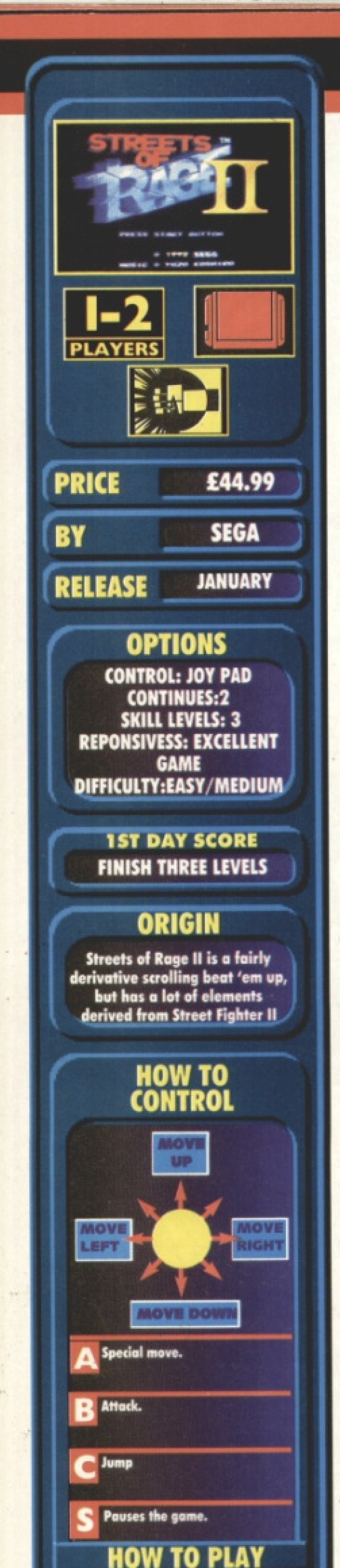
TICKET HOTLINE 021-780 4133

To get your no doubt already sweating paws on a ticket for this jaw-salyu...



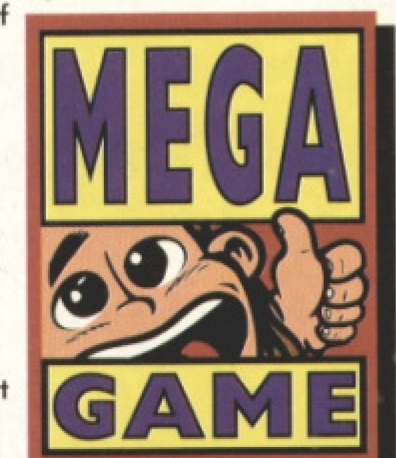
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STREETS

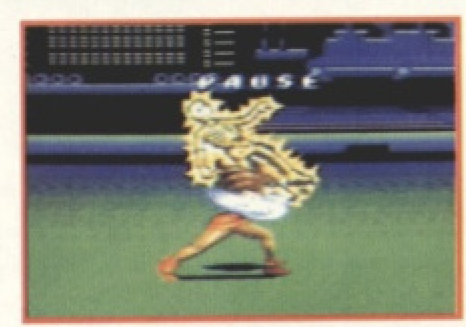


Just when the City had returned to some semblance of normality following the crime reign of Mr Big, the unthinkable happened... and how! Although the figurehead that was Mr Big was "removed" from "office", the machinery of organised crime remained, enabling one of the ex-kingpin's twisted lieutenants to take up the reins of power. However, this guy is ten times worse than Mr Big ever was... once more the streets run cold with blood as organised crime sweeps across the city! To add insult to injury, this new figure of crime kidnaps Adam (he of the original Streets of Rage) and threatens a terrible vengeance if the police act against him!

It's down to two ex-cops, Blaze and Axel along with another couple of helpers, Max and Skate (who's actually Adam's little bro'), to traverse the scrolling Streets of Rage, dismantling the criminal empire by beating up every one of its members! Hurrah!



Sounds similar to Streets of Rage I? Well, perhaps it is, but this time it's bigger and much, much better!





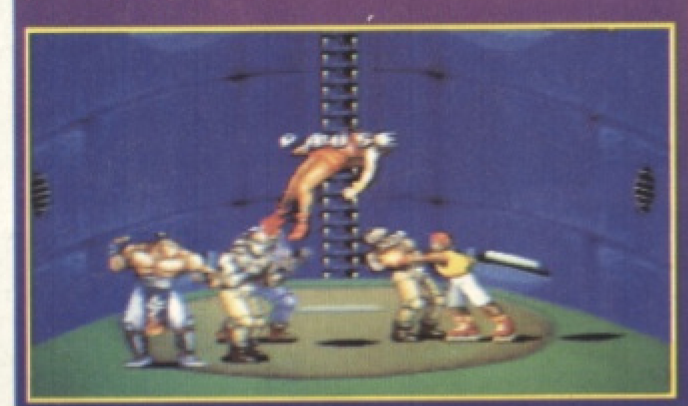






SCROLL-AROUND

Streets of Rage II isn't just a simple horizontally scrolling beat 'em up. Sometimes the action moves down-screen as the crime-busting heroes moves further into some of the levels. To see this effect (rather similar to the Turtles coin-op), take a look at the mega Sega video attached to this issue (which you probably have already).



DUEL IN THE CROWN

Adding to the fun is the brilliant duel mode of Streets of Rage II. This enables two players to face up to one another in a fab Street Fighter II type competition. Along with each character's plethora of special moves, there are also plenty of weapon lying about that the players can use to beat the seven shades of shinola out of their opponents!



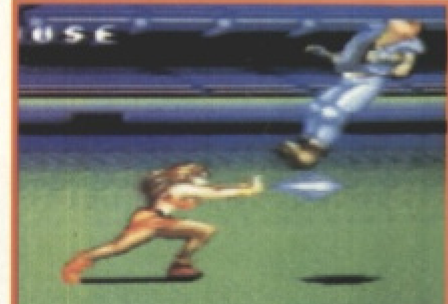
OF RAGE II

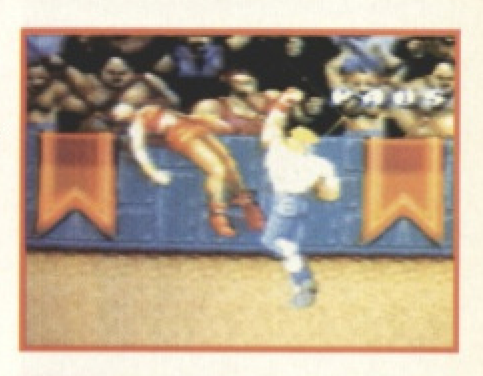


▲ Punch, kill, kick, maim, AIEEEE!



▼ Hmmm! Somewhat reminiscent of the Hurricane Punch methinks...

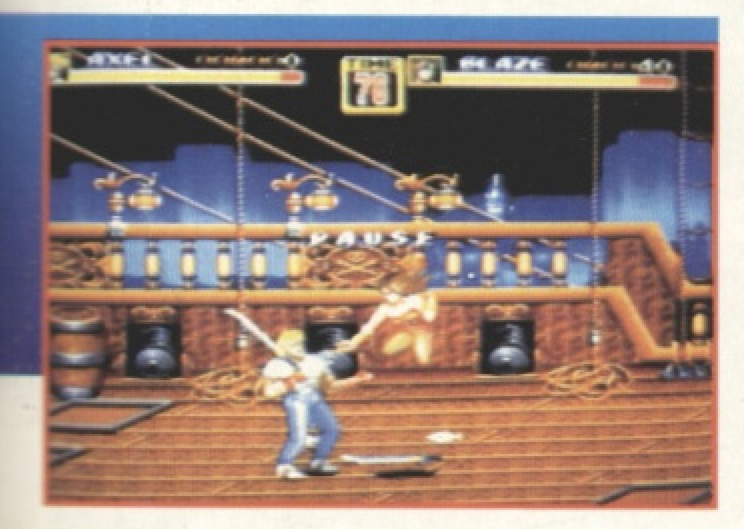






DAMAGING TOOLS

Aiding our quartet of heroes in their battle against organised crime is the vast range of weapons either left lying around the streets or hidden in smashable containers. The line-up of tools isn't really that different from the weapons found in the first game, so look out for the like of swords, lead pipes and knives! With every weapon you can attempt a basic attack or just chuck it at your foe for mega damage!



TWO-PLAYER ACTION!

What with all of these massive sprites on-screen, you'd think that Streets of Rage II would be one-player only, like Super NES Final Fight. Not so! Two players can participate in this fine game in much the same manner as the first game. Just like Double Dragon, hitting each other inflicts large amounts of damage, so avoid it where possible!

COMMENT

Streets of Rage II is a truly arcade quality beat 'em up from Sega! And when I mean arcade quality, I mean a game that actually beats the spots off any Neo Geo beat 'em up! The basic gameplay hasn't been changed much from the original, but the execution is far, far superior. The graphics are brilliant. Each character has brilliant animation and around 20 different moves (according to Sega) and the sheer amount of different backdrops (all of them completely fab) will leave you gasping. The sound (from the guy who did the music for the original game and Revenge of Shinobi) has come up trumps with a totally stunning set of highly atmospheric tunes - you'll be stunned by their quality, I guarantee you. Streets of Rage II is simply the best scrolling beat 'em up you can get for a console (it's a bit unfair to compare it with Super NES Street Fighter II because they're different games). My only gripe is that it is too easy in EASY mode - leave it in NORMAL mode and you're in for a highly challenging, mega-quality game! Buy it NOW!





▲ Max gives an impromptu breakdance demonstration



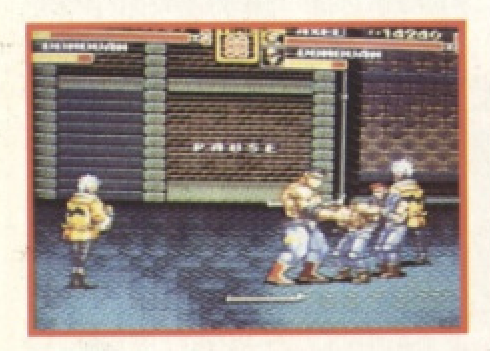
▼ Something you don't see on Junior Kickstart

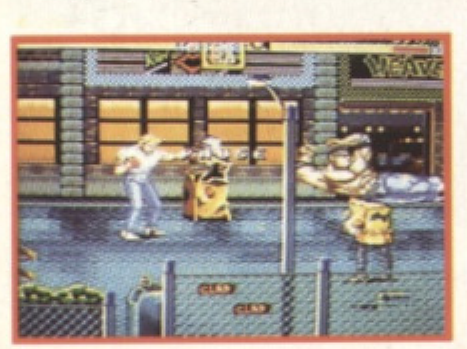
REVIEW

COMMENT

Having had a quick scan at the screenshots, my initial reaction was, hmm, a snazzed up version of the original but with a few added extras. How wrong I was. This one eats the prequel for breakfast, spits it out and then comes back for more. The graphics are outstanding with massively improved, speeded up sprites, not a hint of slow-down when the going gets tough and a whole range of new moves and attributes- all different for each player. So if you're a bit of a speed freak you'd go for Skate or for Blaze if it's all round ability you prefer. The backgrounds are stunning, with stacks of animation, and the sound has improved ten-fold (it was damn good in the first one) with bowel-bustingly brill music booming at you throughout. Will my praise for this game ever stop? I don't think so. The arcade mode with eight sizeable levels and more geeks to batter (including your mate if it takes your fancy) than you can shake a stick at is entertainment enough but the addition of a duel mode where you can fight any of the other characters is just mega (Blaze can also fight Blaze etc without cheating so eat yer heart Streetfighter II freaks). Basically if you like beat 'em ups you have to buy this and if you don't like beat 'em ups, buy it anyway because this game will convert you.







RAMATIS PERSONAE

There are four heroes to select in Streets of Rage II, each with their own special abilities and offensive manoeuvres! Here's the list of characters you can control.





BOSSES R US

A game like this isn't complete unless there are a good number of mega-tough bosses awaiting your fist-related attentions at the end of each level. Streets of Rage II more than delivers the goods with a knife-wielding maniac, as well as a very dodgy-looking female called Electra, who inflicts damage with the aid of her electrified whip! Adding to the carnage is a massive Ultimate Warrior looka-like barbarian and a bloated fat boy, whose uppercuts are unstoppable!



LONG TERM REPORT	
HOUR	
DAY	
WEEK	
MONTH	
YEAR	

BREAKDOWN	
STRATEGY	
ACTION	
CHALLENGE	
REFLEXES	

AXEL

Axel's spent the time since the end of the last Streets of Rage caper in learning even more martial arts skills. Even though he's still a dab hand at the old fisticuffs and headbutts, he's learned a few more special moves, including one that bears something of a resemblance to Ryu's dragon punch in Street Fighter II!

POWER: 2
TECHNIQUE: 3
SPEED: 2
JUMP: 1
STAMINA: 2

BLAZE

Fearing another criminal onslaught, vigilante Blaze Fielding has kept in shape following the last Streets of Rage game. W1h0at's more, she's learned a few more attacks, including a somersault kick (a bit like Guile's in Street Fighter II) as well as a mega damage-inducing short range fireball! Blaze is probably the best character of the lot.

POWER: 2
TECHNIQUE: 2
SPEED: 2
JUMP: 2
STAMINA: 2

MAX

One of the new boys in the neighbourhood, Max is a street-tough customer whose power attacks are second-to-none. Unfortunately, owing to his not inconsiderable bulk, Max is a bit slow. One of his favourite moves is charging his enemies! Devastating!

POWER: 3
TECHNIQUE: 2
SPEED: 1
JUMP: 1
STAMINA: 3

SKATE

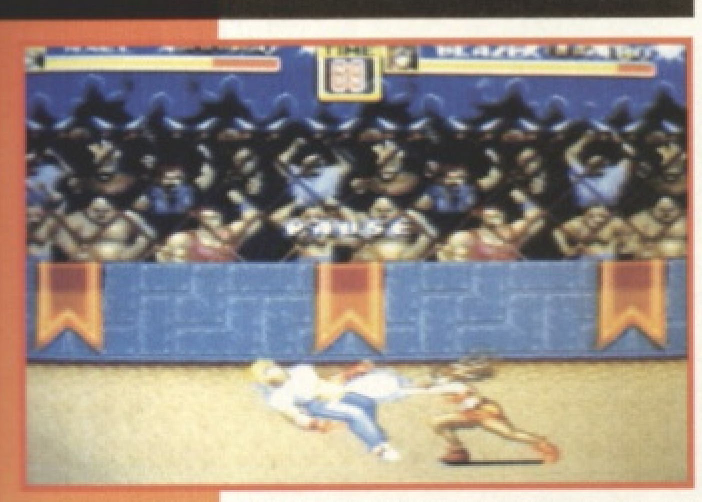
Make way for Skate, the brother of Adam - a streetwise kid brought up on the eponymous Streets of Rage. His speed and jumping power are superb, but his stamina and power levels are very dodgy indeed. His special moves are great. He jumps on people's shoulders and smacks their head in! Alternatively, a fab Dhalsim-style yoga-spear inflicts multiple hits on his prey. Nasty.

POWER: 1
TECHNIQUE: 2
SPEED: 3
JUMP: 3
STAMINA: 1





▲ *Is that an iron bar in your hand or are you just pleased to see me? Listen, there's no time playing Twister - we've got places to go and people to kill!*





▲ *Don't you just love being in control?*

▲ *Axel plays serious head games while Max takes a nap - get up fatty, you're needed!*





▲ *That's it Max, kick a girl when she's down — big bully!*

▲ *Blaze dear, this really is no time to swoon just because Skates is imitating a helicopter!*





PRESENTATION

91

▲A brilliant range of options to tweak, along with a truly excellent, polished feel to the game itself. There are some nice presentation screens as well.

GRAPHICS

94

▲A vast range of sprites and backdrops, the quality of which will amaze you! The animation on each character you slap around is also nothing short of astounding!

SOUND

97

▲The guy who programmed the music for the prequel has come up with a host of ace house tunes - probably the best ever on the Megadrive. The effects serve their purpose remarkably well too.

PLAYABILITY

97

▲Laying into legions of bad guys and mastering the special moves is excellent fun and instantly addictive, while the duel mode satiates that need for one-on-one combat.

LASTABILITY

95

▲ Eight massive levels (each with sub-levels) and the two-player modes add to the fun!
-But use the EASY mode and you'll finish it in a couple of days.

OVERALL

90

Let's make no bones about it, Streets of Rage II is the greatest sequel we've seen for ages and is certainly the best scrolling beat 'em up ever to hit a home console!

FEATURE

LOOKBACK

Come with us, friend, waaaay back to December 1990. It was the time when Super Monaco GP first came out officially, when World Cup Italia '90 hit the Master System, but most importantly, when issue three of MEAN MACHINES hit the streets! Take a look at these pages, where Jaz and Rich re-review every single Sega game featured in that very issue of this esteemed publication.



JOHN MADDEN FOOTBALL

MACHINE: MEGADRIVE-
BY:ELECTRONIC ARTS

John Madden officially endorsed this mega 3D American Football game, which set new standards in the field of sports simulations. This game has spawned two sequels since it was released two years ago.

WHAT WE SAID THEN

JAZ: This is the most stunning simulation I've ever seen!
MATT: This game stunned all of us here at MEAN MACHINES as soon as we saw it.

PRESENTATION 96%
Superbly presented throughout, with easy-to-use menus, a one or two-player game and loads of options.

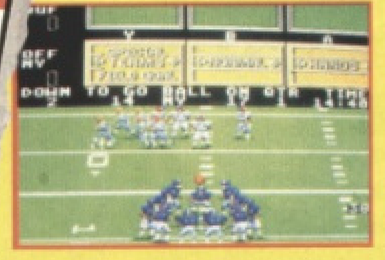
GRAPHICS 94%
Incredible multi-level parallax-scrolling 3D graphics and superbly detailed and animated sprites.

SOUND 95%
An array of excellent soundtracks, and utterly brilliant sound effects.

PLAYABILITY 96%
The controls take a bit of getting used to, but once you've read the well-written manual, you'll be completely hooked.

LASTABILITY 92%
With its playoff and two-player options, this is a game that you'll be playing for months and months.

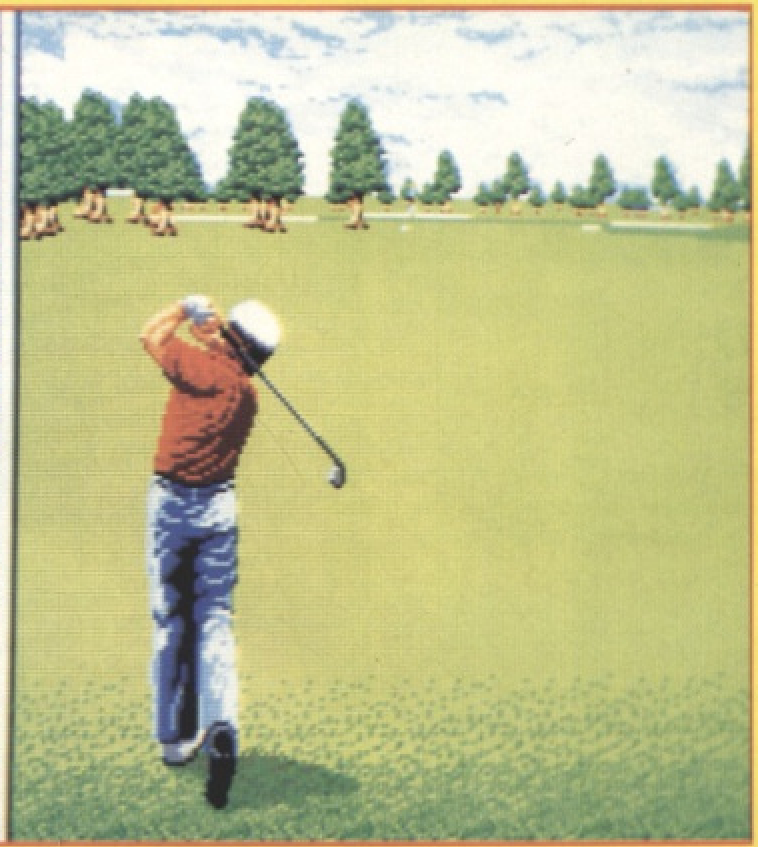
OVERALL 95%
A truly superlative sports simulation that's both highly addictive and technically stunning.

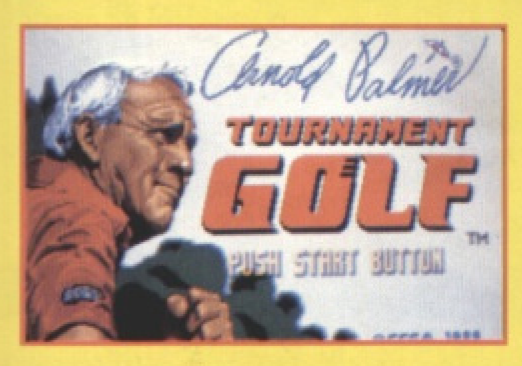




WHAT WE SAY NOW

JAZ: This is still superb, but has since been superceded by Madden's '92 and '93.
RICH: This would still be awarded a Megagame if we reviewed it now, although John Madden '92 and '93 fixed the small gameplay bugs this original version had. Although this is still a brilliant game, you'd have to be a raving loon to buy it when superior versions of the game are available.



ARNOLD PALMER'S GOLF

MACHINE: MEGADRIVE
BY: SEGA

Adopting a 3D viewpoint, Arnold Palmer's Golf looks and plays well, incorporating just about every feature you've come to expect - animated golfers along with different clubs and courses.

WHAT WE SAID THEN

JAZ: I think that any sports fan will find this both addictive and challenging - and your Dad will absolutely love it!
MATT: I recommend it to any one interested in a golf game.

PRESENTATION 84%
Great piccie of Arnie himself on the title screen, and professional presentation throughout.

GRAPHICS 81%
The animation of the golfers is of a high quality, and the trees are very pretty too!

SOUND 72%
The theme is truly awful, and will drive you up the wall in no time. But the sound effects make up for it.

PLAYABILITY 82%
Once the basics are mastered, it simply becomes a matter of improving the score. It's much more fun with two players.

LASTABILITY 84%
Although it lacks excitement, this game has true staying power, as you'll keep coming back to it to improve your par.

OVERALL 83%
More fun than Bruce Forsyth, better looking than Tarby, and more strokes than Cecil Parkinson.

WHAT WE SAY NOW

JAZ: Compared with PGA Tour Golf, this looks poor. Ten percent off everything - it has aged pretty badly.
RICH: This is still a pretty serviceable golf game, but it has aged. I'd knock around 5% off each rating. However, golf fans now have a better choice available - the awesome PGA Tour Golf.

DANAN: THE JUNGLE FIGHTER

MACHINE: MASTER SYSTEM
BY: SEGA

Mixing Rastan-style gameplay with the tiniest RPG elements, Danan: The Jungle Fighter, received a distinctly lukewarm reception from our reviewing staff all those months ago.

WHAT WE SAID THEN

JAZ: Jungle Fighter is an enjoyable and straightforward horizontally scrolling hack 'n' slash game.
MATT: At the end of the day, Danan doesn't grab the imagination - we've all seen this too many times before.



PRESENTATION 81%
Reasonable loading screen, and the conversations with characters are well presented.

GRAPHICS 72%
Pretty, if samey graphics, but the scrolling can be jerky and some of the sprites aren't particularly lifelike.

SOUND 59%
Very boring aurally, with bog-standard sound effects and tunes.

PLAYABILITY 78%
Interesting to explore, and the straightforward gameplay means it's simple to get into.

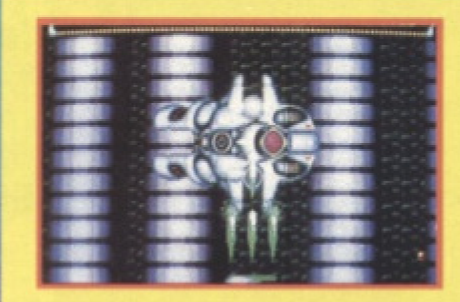
LASTABILITY 62%
Although the number of levels means there's a lot of game in there, there's not a lot of variety in the actual gameplay.

OVERALL 72%
A worthy effort marred by lack of variety and poor animation.

WHAT WE SAY NOW

JAZ: Very average. It was overrated at the time because it was a fairly unusual game. These days with plenty of better platformers around this would be lucky to get 55%.
RICH: I thought this was rather cacky when I first saw it all those months ago. If I were reviewing it now, I'd probably deduct a whopping great 15% from each of the ratings. It's okay, but Master System owners deserve better quality for their money.

LOOKBACK





HELLFIRE

MACHINE: MEGADRIVE BY: TOAPLAN

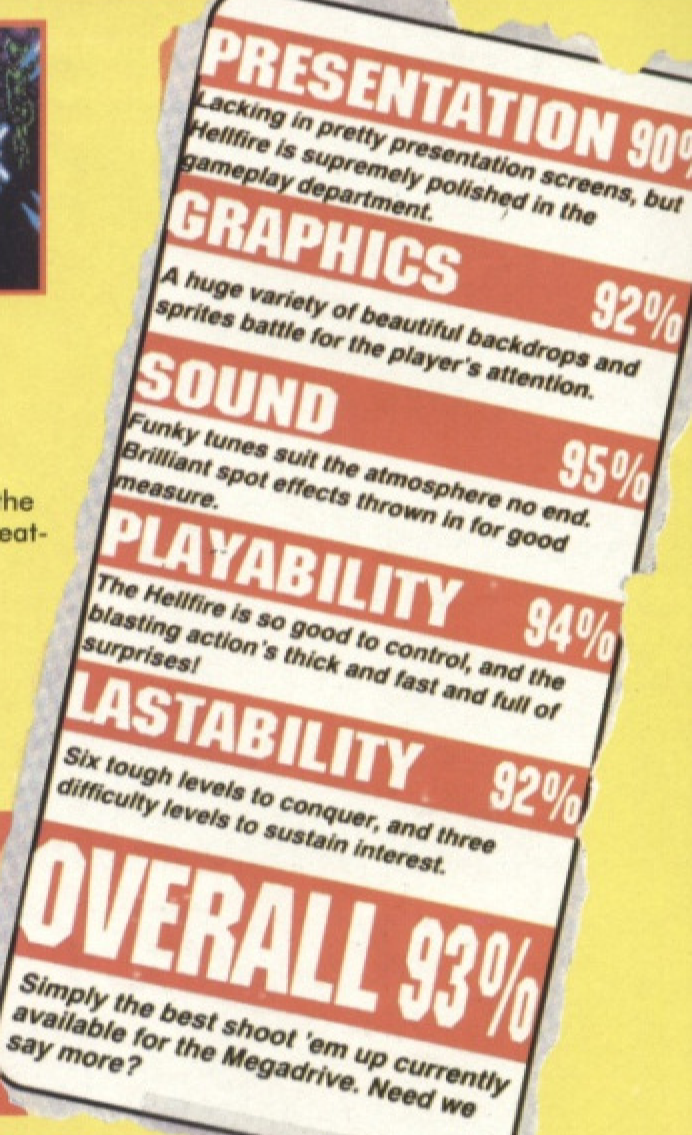
Jump into your ship and blast until your heart's content along the horizontally scrolling landscapes. Hellfire was ranked as the greatest Megadrive shoot 'em up ever in issue three of MEAN MACHINES.

WHAT WE SAID THEN

JAZ: It's not arcade perfect, in fact it's arcade better!
MATT: Hellfire is a flamin' good arcade classic!

WHAT WE SAY NOW

JAZ: Tops! Simple, straightforward, challenging and addictive, this mightn't be the flashiest or best looking blaster around, but I still think it's the best. If you haven't got it, get it!
RICH: Brilliant! Hellfire is STILL the greatest scrolling shoot 'em up you can get for the Megadrive. Those ratings should not be tampered with one jot.



PRESENTATION 90%
Lacking in pretty presentation screens, but Hellfire is supremely polished in the gameplay department.

GRAPHICS 92%
A huge variety of beautiful backdrops and sprites battle for the player's attention.

SOUND 95%
Funky tunes suit the atmosphere no end. Brilliant spot effects thrown in for good measure.

PLAYABILITY 94%
The Hellfire is so good to control, and the blasting action's thick and fast and full of surprises!

LASTABILITY 92%
Six tough levels to conquer, and three difficulty levels to sustain interest.

OVERALL 93%
Simply the best shoot 'em up currently available for the Megadrive. Need we say more?

SUPER MONACO GP

MACHINE: MEGADRIVE
BY: SEGA

Jump behind the wheel of a Formula 1 speed machine and do race-related battle across every single track in the World Championship circuit - including the eponymous Monaco!

WHAT WE SAID THEN

JAZ: Super Monaco GP is an utterly superb racing game which is a must for your collection.
MATT: I am amazed at this cart every time I load it, the graphics are so good.





PRESENTATION 92%
Superb presentation screens, and a wealth of options.

GRAPHICS 92%
Fast and thoroughly convincing 3D makes this one of the most realistic driving games around.

SOUND 85%
Good tunes and atmospheric stereo spot effects - wear your headphones when you play!

PLAYABILITY 95%
Easy to get into, and once you start racing it's very difficult to stop.

LASTABILITY 90%
Multiple cars and skill levels maintain the challenge - and the World Circuit will keep you coming back for more.

OVERALL 93%
A fast and utterly thrilling race game - one of the best you'll play on any home machine.



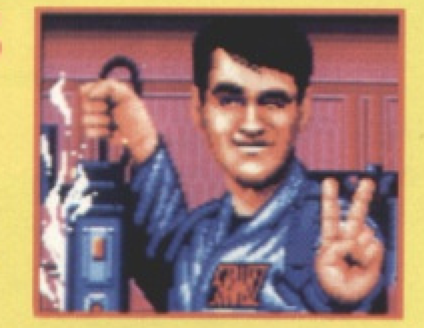
WHAT WE SAY NOW

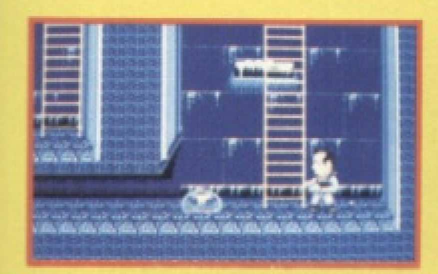
JAZ: Another great game which is still as playable now as it was then. But the very similar and slightly better Ayrton Senna's Super Monaco GP II is the best buy these days.
RICH: This is much the same story as John Madden Football. It's still an amazing game (surpassed only by Road Rash II) and would still earn a Megagame rating. However, you'd need to be a bit thick to buy this game when the superior sequel (sponsored by Ayrton Senna) is available at much the same price.

GHOSTBUSTERS

MACHINE: MEGADRIVE
BY: SEGA

Run 'n' leap around a platform environment, busting ghosts and buying top new equipment to aid your paranormal extermination business.







WHAT WE SAID THEN

JAZ: Once you get used to the rather strange methods involved, ghost bustin' becomes an enjoyable and rewarding experience.
MATT: The whole Ghostbusters phenomenon seems rather stale and boring these days, and I'm afraid the game suffers in the same fashion.



PRESENTATION 84%
A good intro sequence and plenty of options.

GRAPHICS 84%
Cute, and highly detailed cartoon-style graphics - some of the baddies are superb. The backgrounds are weak, though.

SOUND 83%
Spot effects are adequate, and the 'Busters theme is accurate.

PLAYABILITY 82%
Nicely balanced difficulty level makes this very easy to get into.

LASTABILITY 75%
Rather simple, but challenging gameplay provides plenty of fun - but it won't keep you occupied for months.

OVERALL 80%
A fairly enjoyable licence which should appeal most to platform fanatics.

WHAT WE SAY NOW

JAZ: The cartoon-style graphics are still pretty good, but there are loads of other platform games around which offer more fun and variety. Playability, lastability and overall down by 7%.
RICH: As blasters go, this one's still fast and playable, but it has aged a bit. I'd drop the overall down to around 77%, and take around 5% off the other ratings.

WORLD CUP ITALIA '90

MACHINE: MASTER SYSTEM BY: SEGA

There's not really much we can say about this one. It's a soccer game, it scrolls vertically and it's cack. So there you are.

WHAT WE SAID THEN

JAZ: The graphics are all out of scale (the men are nearly as big as the goal!), the ball movement is utterly unrealistic and the sound is dreadful.
MATT: A football game that does not reward skill easily is no football game at all - and sadly that's the case here.



PRESENTATION 83%
The starting screen is fair, and the team selection screen is rather jolly. Throughout the game the standard remains high.

GRAPHICS 62%
Nice presentation screens, but the in-game graphics are gaudy and confusing.

SOUND 56%
Whistles, cheers, and other spot effects - but they're very tinny indeed.

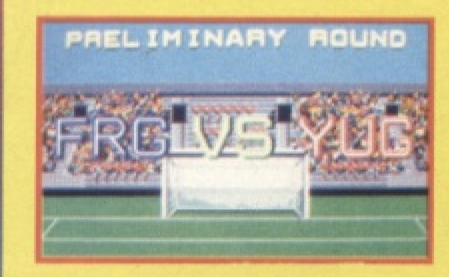
PLAYABILITY 53%
Don't expect to play this long into the night - it's irritatingly difficult to control.

LASTABILITY 39%
The frustrating controls and naff playability result in this quickly being relegated to the software shelf.

OVERALL 51%
A very poor effort that's disappointing in the extreme - get World Cup Soccer instead.

WHAT WE SAY NOW

JAZ: A veritable stained lavatory pan of a football game with dreadful graphics, dire sound and playability from Satan's school of gaming. Presentation should stay the same, but the rest of the ratings down by 20%.
RICH: Pathetic. World Cup Italia '90 was awful then and it's even worse now. A footballing debacle even more forlorn and shabby than England's simpering performance in the European championships. Take 10% off each rating.





PREVIEWS



Poking your nose in where it's not wanted can land you in trouble, and in research scientist Conrad B Hart's case, it's landed him in the brown smelly stuff up to his eyeballs.

But then finding out that all the big nobs of Earth's society - the politicians, generals and multi-millionaires - are all extra-terrestrials who've taken on the human form to infiltrate and dominate the world, is a fairly heavy secret.

After discovering the aliens' molecular density was so high that it went off the scale he couldn't keep it to himself, oh no, this dingbat had to write a thesis about it.

Needless to say, the aliens weren't too chuffed that their cover was being blown so they whisk him off, wipe his memory and leave him to rot in a high security hospital. On regaining consciousness, all he realises is he must escape, so conveniently finding a hover bike, he makes a bid for freedom but it comes as a bit of a shock that he's no longer on Earth - almost as much as being shot down above the planet Titan.

Anyway, enough of the scenario, let's get down to the nitty-gritty. It's Flashback from US Gold - rumoured to be one of the best games of the year and from what we've seen so far it's an absolute zinger.

The game starts off when Conrad awakes on the jungle-covered planet and fighting his artificially induced amnesia, begins to explore.

Pushing arcade adventure to the limits, you questions characters for clues, wander through five huge levels, collect gadgets, earn dosh, stitch up aliens and walk, run, climb, roll, ski, chuck and dive your way back to Earth.

With a colossal 24 animation frames per second, scrumptious polygon graphics and cinematic style presentation, Flashback is looking like a real winner - in fact we reckon that it is destined to be one of the greatest Megadrive games ever seen! Find out for sure in our full review in an up-coming issue of MEAN MACHINES SEGA.

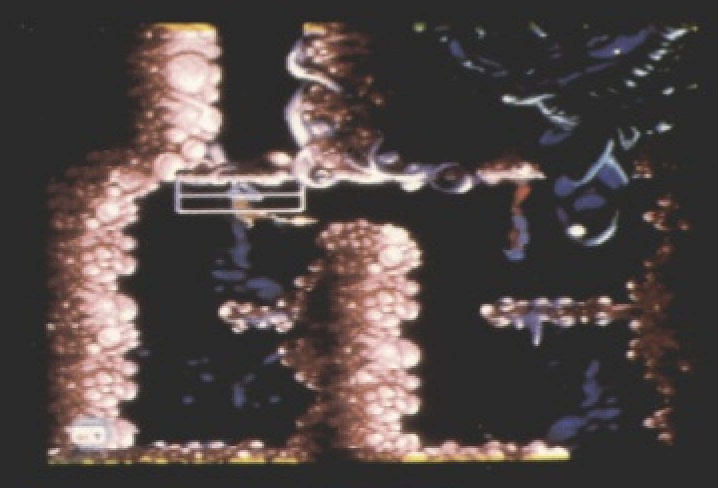


▲ MIND THE DANCING IDIOT OF DEATH

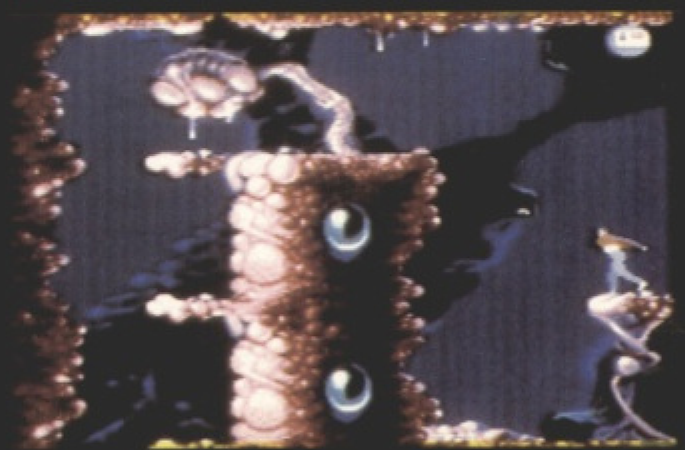


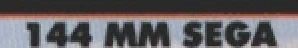
▼ HE SHOOTS, HE SCORES....





▼ HERE'S MUD IN YOUR EYES



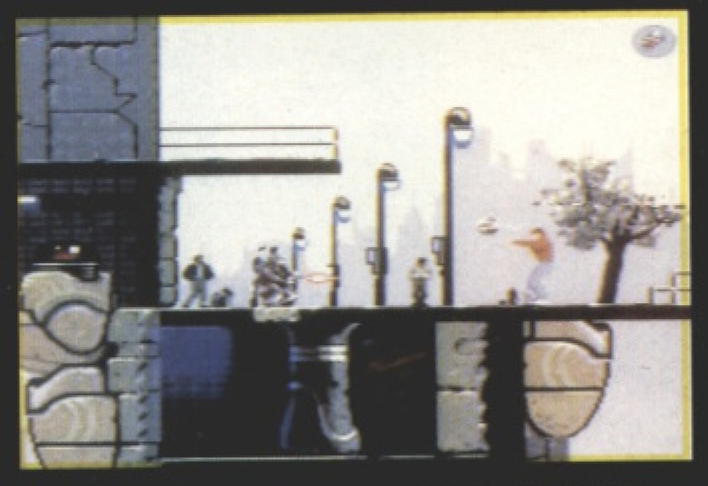


ASHBACK





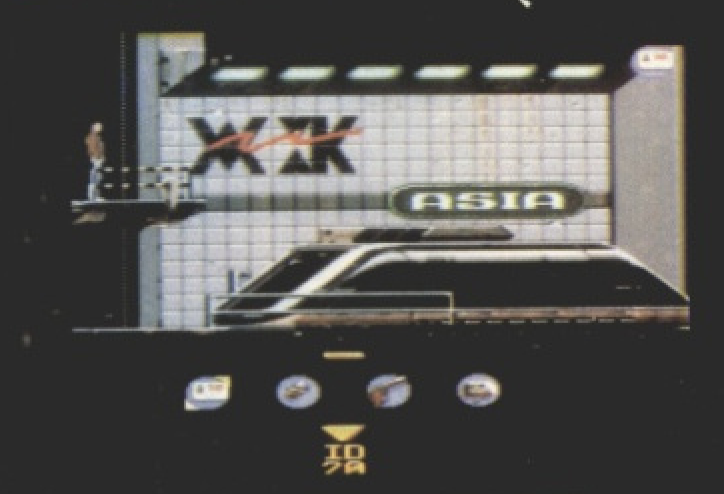
▲ TIGHTROPE WALK YOU FOOL...



▲ ARGH, ARGH, KILL, DIE MURDER, ARGH!



▲ OUR LAD PREPARES FOR HIS TETANUS!



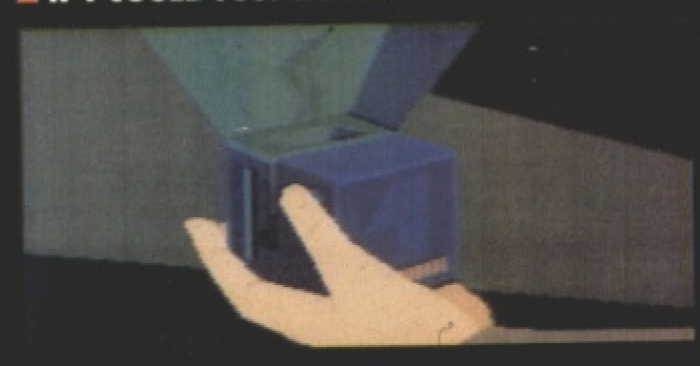
▲ IT'S THE LAST TRAIN TO ASIA. YAWN



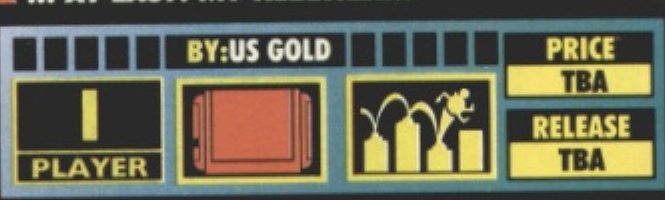
▲ LEAPING GRACEFULLY FROM LEAFY BOWER TO LEAFY BOWER, OUR HERO FALLS TANTALISINGLY SHORT OF THE TREETOP VENDING MACHINE...



▲ IF I COULD JUST REACH THEM...



▲ ... AT LAST! MY KLEENEX...

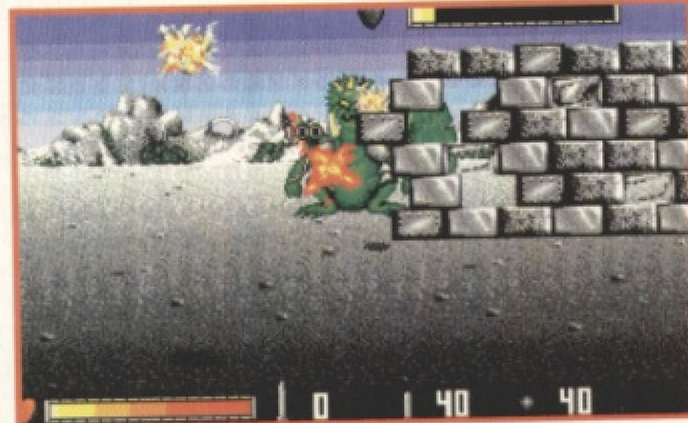


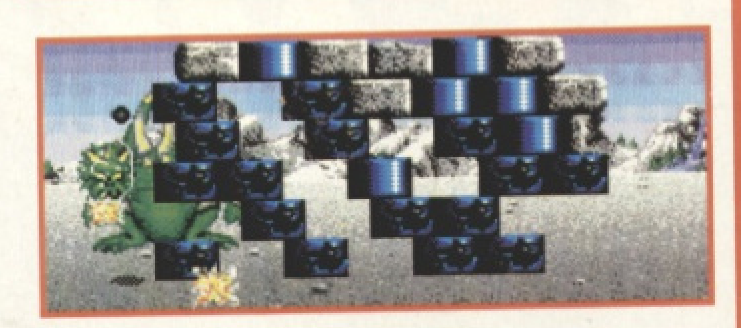
1 PLAYER	BY:US GOLD		PRICE TBA / RELEASE TBA

DEATH DUEL



▼ ***Giving Puff the Magic Dragon what he deserves!***





It's a fight to the death and you are the last chance. The Federation is lost without you. The Galaxy's nine other Super Powers are hi-jacking the inter-galactic flight paths, cutting off the food supplies. Your people are starving and there is only one answer - Duel.

In this year of 2140 AD the Intergalactic Counsel has ruled that all disputes between Super Powers must be settled by a duel to the death.

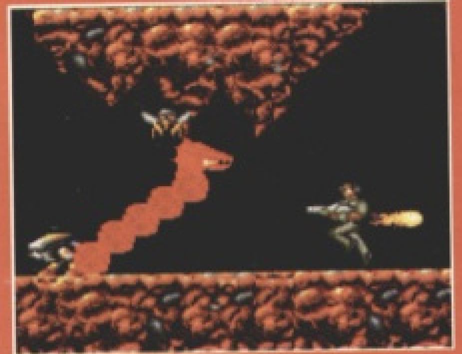
You play Barrett Jade, the pick of the crop and the only hope against the formidable likes of Shanox Moisail the Krag, (a green, scaly, dragon-type thing), Borb Eubistapcia the Slate (another green, scaly, dragon-type thing) and Kuros Tizrak the Ovinian Ogre (of a similar genre) - just a few of the evils you must face.

You're armed of course, sometimes inadequately but what the hell. If you fancy upgrading your arsenal then pop down to Dr Thrag's corner shop and pick up machine guns, missiles, laser guns, lob grenades, skimmers, energy rings, SloMo clouds, lob mines or rockets, as long as you've earned enough dosh, of course.

The main aim of this Razorsoft Megadrive offering, which interestingly has a Not Suitable For Children Under 13 sticker on it, is to batter as many mutant scuzz-balls into the ground as possible, in a target practice type of way (ie setting sight your sight on the baddie and blasting like hell). Keep your sights trained on MEAN MACHINES for an in depth review coming soon.









UNIVERSAL SOLDIER

You are the Universal Soldier. You have no thoughts, no emotions, no memories. You are just a fighting unit pure and simple - the final word in armed combat.

But a programming flaw brings your memories flooding back. Memories of the mud and death and horror that was the Vietnam War. Suddenly you remember your final moments - your death at the hands of your psycho sergeant who you had to shoot and shoot and shoot to stop him cold-bloodedly wiping out an entire village, both of you falling in a hail of each other's bullets...

Based on the smash hit film, The Universal Soldier, this Ballistic Megadrive offering stars you as Luc Devreux (Jean-Claude Van Damme) brought back to life by a top secret organisation bent on creating an army of indestructible soldiers. And they've brought back your sarge, Andrew Scott (Dolph Lundgren) too. He remembers you and goddamn, is he mad.

Over 11 shoot 'em up action levels, pit your wits and weapons against the demented sarge and a stack of other menaces like UNISOL trucks, killer bees and fish (just like the movie - Rich). It's survival of the fittest and you must win!



From what we've seen so far, Universal Soldier's looking a bit of a Turrican clone, but fret not, because whether it's good, bad or very indifferent, we'll fill you in a future MEAN MACHINES SEGA review.









LITTLE MERMAID

Pooh! What a stink! Smells like Billingsgate fish market around here - oh, no wonder, it's the Little Mermaid, that bimbo of the seas, complete with top hat, fish tails and all set for a new adventure on your Megadrive.

It's time Ariel (the eponymous Little Mermaid) stopped brushing her golden locks, picking her scales and chasing tiddlers because her underwater heaven is in trouble and only the she can help. Ursula, the egocentric Sea Witch is on the world's biggest power trip and in her deluded madness is determined to cripple the seven seas and rule the kingdom. To meet her evil ends, she's transformed all the mer-folk into rather pathetic little polyps and kidnapped Ariel's dad, King Triton - oh no, it's all getting a bit tricky now!

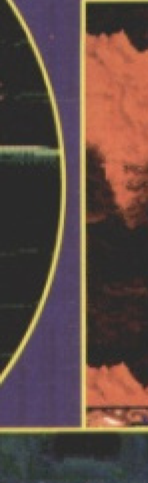
But fear not, because the hard Little Mermaid is packing a piece and she's not afraid to use it. What is this fearsome weapon she carries? An Uzi? An anti-aircraft missile or maybe even a rocket launcher? Nope. What Ariel does when faced with the perils of her enemies is... SING THEM TO DEATH! AARGH!

This girl must have a seriously awful voice because over four levels of cutesiness, sea urchins, skeletons, sharks and a variety of monsters fall at her feet at the sound of her crooning as she explores the wonders of the deep and frees her mer-friends.Failing that, Triton chucks thunderbolts and blazing fireballs to help her out of a tight spot and there's always her faithful chums, Sebastian the crab and Flounder the fish around in times of trouble.

From what we've seen so far, The Little Mermaid is a very good-looking game but seems to be aimed at the younger age groups. However, you'll just have wait for the full low-down on this potentially promising title in a future issue of MEAN MACHINES SEGA.









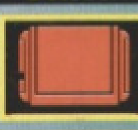




BY:SEGA

1 PLAYER







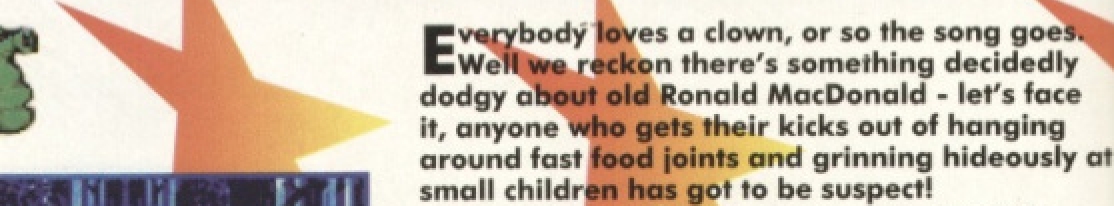
PRICE £39.99

RELEASE DEC

MICK AND MACK GLOBAL G



Mind the sad marketing ploy, Marlon



Everybody loves a clown, or so the song goes. Well we reckon there's something decidedly dodgy about old Ronald MacDonald - let's face it, anyone who gets their kicks out of hanging around fast food joints and grinning hideously at small children has got to be suspect!

His latest trick is interrupting the MC Kids, Mick and Mack as they tuck into delicious (!?) Big Macs and zapping them into a comic book world.

Yup, these groovy kids are the beleaguered heroes in Virgin's MacDonalds tie-in: Mick and Mack - Global Gladiators. Their mission is to rid the planet of rubbish, save the Rain Forests, sustain the ozone layer and a stack of other green-type stuff (what a damned shame MacDonalds restrict this policy to video games and don't do this in real life isn't it?).

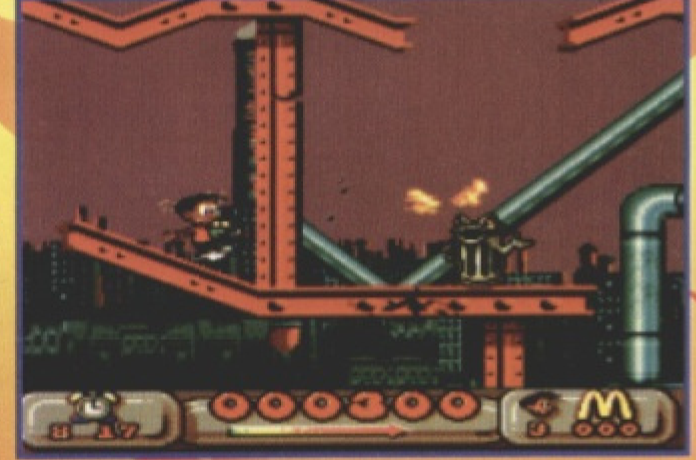
As either Mick or Mack, you're armed with a lethal goo gun, the contents of which you generously share with any slimy varmint that crosses your path over the 12 sprawling, scrolling levels.

Run and jump like a regular twisty turny thing through Slime World, Rain Forest World, the



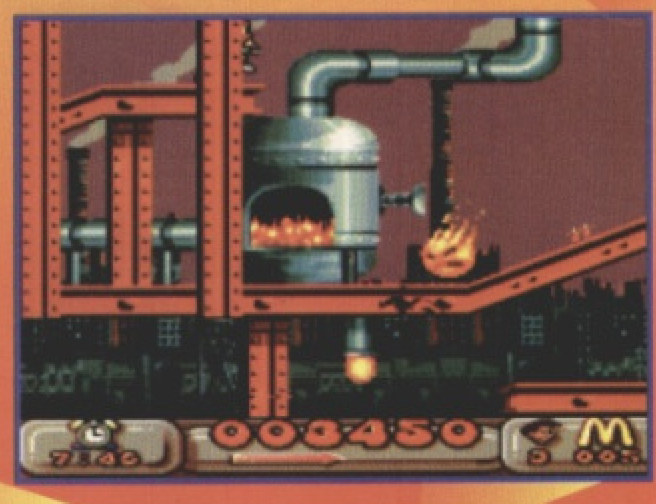






Dusty Bin goes into one!







MICK & MACK GLOBAL GLADIATORS

Arctic and Toxi-Town, blowing lots of gum and maintaining your hip-ness against all odds. For a bit of a change, mosey on down to the bonus level where garbage grabbing's the name of the game.

Due out in February, Mick and Mack - Global Gladiators was written by David Perry, creator of a former Virgin offering, the infamous Terminator! The good news is, it looks tons better than Terminator. In fact, we'd go as far as saying that it looks damn, blinking, fiendishly good from what we've seen so far.

The boys each boast a staggering 250 frames of animation — more than any other character on the Sega systems, according to Virgin. There's a great wad of digitised speech includin some Yankee kids drawling 'Vi-rgin' in the title screen. We doubt if it's intentional but that bleat makes it sound like an insult, but then maybe it is!

Anyway, keep your eyes peeled, with an ultra sharp cut-throat razor, for the definitive MEAN MACHINES SEGA review.







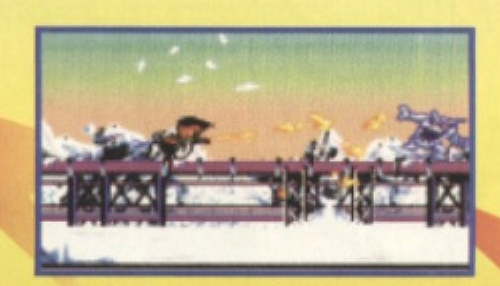




▲ *Jump jump, Big Mac'll make you...*







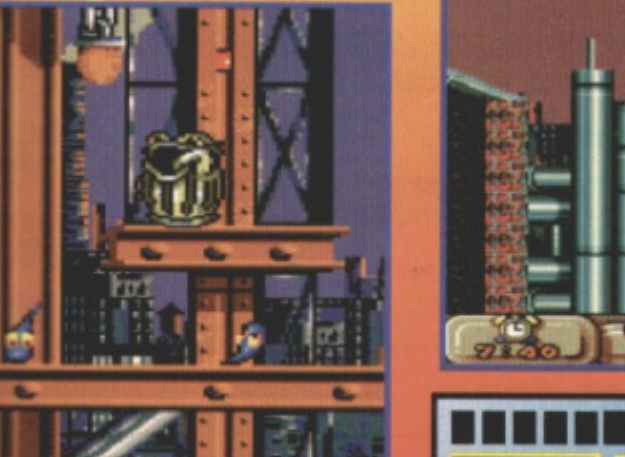


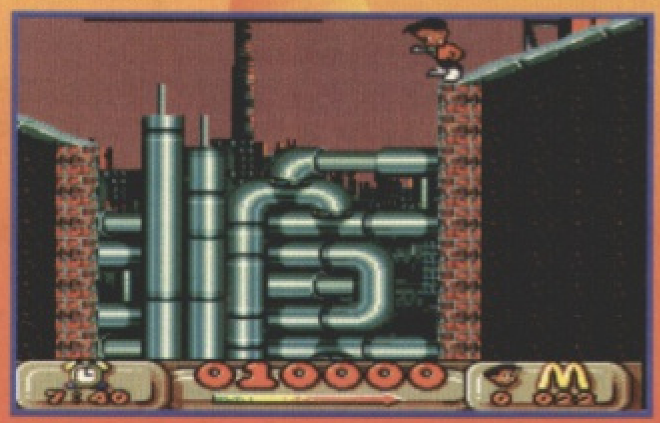
▲ *He jumps, He misses...*













BY: VIRGIN			PRICE £39.99
1-2 PLAYERS			RELEASE TBA

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MEGADRIVE Games Pophluous, Road Rash, James Pond 1&2, Quackshot, Spiderman, Budokan Toejam and Earl, Streets of Rage £25 each. Sonic and Mickey Mouse Jap £20 each. Phone Shaun on (0899) 21172 and lets talk business.

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SUPER NESS GAMES for sale F-Zero, Super Tennis, Super Soccer, Super R-Type £25-£30 each. Phone Kevin (0872) 552650.

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FOR SALE. Games for the following machines Super NES game control £32. For the Megadrive Wrestle war £21. For the Gameboy Megaman £14, Golf £14, Kick off £14, Nemesis £14, Chase HQ £10, Megaman II £16, Super Mario Land £12. For the Master System Battle out run £13, Castle of Illusion £13, Endure racer £6, Indiana Jones £12, Rescue Mission £6, Super Tennis £6, Golden Axe Warrior £12, Double Hawk £10, Hangon £6, Our Run Europa £12, World Grand Prix £8, Out Run £5, Double Dragon £10. Game Gear Columns £5, Shinobi £10, Super Monaco GP £7, Kick Off £14, Joe Montana £12, Halley Wars £14, Dragon Crystal £8, Sonic £12. Atari Lynx Electrocop £7. NES Games Track and Field II £20, Turtles £12, Double Dragon £20, Double Dribble £18, Gremlins 2 £30, Mario Bross £5, Super Mario Bros 2 £25. Accessories: Joystick use for Master System £5. Machines Atari Lynx £60, Master System £25, Master System 2 £35, Nintendo NES £40, Game Boy £50. If you are interested in anything, please contact Kevin at this address: Kevin Lampard, 25 Scott Avenue, Great Amwell, Stanstead Abbotts, Hertfordshire SG12 8BG.

JAP MEGADRIVE including 6 Top Games only for £250. If interested please Phone (0373) 461725 after 5pm Worth £400.

ISSUES 10 + 12-24 + No.1 of Mean Machines Sega £4 each except last one £6. Tel (0923) 777014.

FOR SALE UK MEGADRIVE with five Games including EA Hockey, Spiderman Plus Two Controllers. Sell £200 or swap for Amiga. Tel. (0379) 788213.

GX4000 GAMES for Sale. Four top names including Robocop 2 and Batman. All for just £60. If interested contact Stephen 081-958 7119.

LARGE COLLECTION of Console Magazines for Sale inc. Issue 9-24 of Mean Machines and 1-3 of Zone. Tel (0266) 871170 will sell seperately. Example Issue One Zone £3 over 30 in all or will swap for one or two SNES Games.

CHEAP GAME BOY Inclues Tetris and Super Mario Land. Extremly good condision full boxed and also includes two player lead. All for only £65. For more information call 081-316 4877.

COMMODORE 64 complete package with Joystick, Mouse, 100 Games + including Kick off 2, WWF. All this £130 ono. Tel (0923) 823407.

SEGA MASTER SYSTEM for Sale included 3 Great Games like Kick off, Donald Duck. If interested Phone Long on 071-515 6846.

SPECTRUM+3 over 100 Games (Disc, Tape), Arcade, Adventure, Sport, Educational, Many classics, Mutiface 3, Discs, Manuals + much more. £200. 021-745 5482.

SEGA MASTER SYSTEM Ten Games, Two Joypads. Good condition £120 ono. Phone Jamie on (0473) 822963.

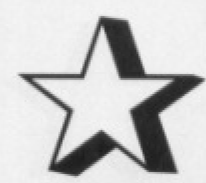
MASTER SYSTEM 2, Hardly used, perfect condition with Instructions and 2 Joypads and 7 Great Games, Boxed with Instructions, including Gaunlet, Golden Axe, Xenon 2, Paperboy and Sonic. Worth £250, sell for £100 ono. Phone Simon on (0202) 871028 (Bournemouth).

SAVER OVER 100 QUID! Sega for Sale. 8 Months old. Great condition. 12 Games include Sonic, Super Kick Off, Alien Storm. Worth £365 sell for £200. For details ring Neil on (0482) 641579 any day of the week after six.

MEGADRIVE WITH SONIC, Wrestlewar, Alex Kidd. All Accessories, Mint, Boxed, Ten Months Guarantee £140 +P&P, Cost £190 new. Tel (0703) 262105.

ATARI ST, Discovery Pack, Lots of Games including Ghost Busters, Joystick, Mouse, Good condition, £195. Tel. (0865) 748821 Ben.

MART



MEGADRIVE FOR SALE with Controller and Five Games Streets of Rage, Revenge of Shinobi, Forgotten Worlds, Fatman, Afterburner II (Not Boxed) and a Japenese convertor. A bargain at £160. Phone David Giles on (0284) 766090 after 4pm Quick! 6 months old.

PAL MEGADRIVE Plays all carts comes with PSU, Joypad and 13 Games, including Sonic, Desert Strike, JM'92, Robocod, TF3 and Golden Axe. Worth £600+ sell for £400 ono. Write to: Duncan Clarke, 59 Church Lane, Lexden, Colchester CO3 4AF. Highest offer secures.

SEGA GAME GEAR Outstanding with Donald Duck, Sonic, Outrun, Super Monaco Gp, Altered Beast, Fire Forget II. Also Mains adaptor, Battery pack, Master converter and Gear case. Worth over £450 I will acept £340. Please Tel. 081-947 2068 after 7pm.

GAME GEAR Wall adaptor, Six Games Putt + Putter, Dragon Crystal, Sonic, Columns, Mickey Mouse, Shinobi. Great condition £150 or swap for Megadrive with 2 or more Games. Phone Matt on 021-472 0718.

NINTENDO AND LIGHT GUN, plus nine brill games. Worth £380 Bargin at £220. If interested Tel. (0772) 685055. Price negotiable.

SUPER NES American scart with 2 controllers adn PSU. Perfect condition and Quality with Advanced colour mode. Three games: Super Marioworld, Super Tennis, and Street Fighter II. Will sell complete for £225 ono. Telephone Haywards Heath (0444) 414891.

SEGA MASTER SYSTEM Joystick, Light Phaser, Control Pads, 5 Games, Immaculate condition, no box £85. Tel. (0993) 891315 (Oxon)

AMIGA 500 Colour Monitor, Mouse Software and Games. Want £275. Phone Alan on 071-609 6930.

ATARI LYNX Exellent condition including main adaptor, Link up cable and Two Games £75 ono. May swap for Game Gear. Call Lance on (0869) 810991 after 6pm.

SEGA GAME GEAR plus 9 Games. Adaptor, Wide Gear and Carry Case £150. Phone Darren after 4pm on 071-928 9006.

MEGADRIVE FOR SALE with Two Joypads and 5 Games. Good condition £150. Contact Peter (0622) 844084.

NES FOR SALE with SMB1, SMB3, Chip'n'dale and Bubble Bobble. Everything Boxed and have instructions. Going for £135. Buyer must collect. Tel. 081-809 3499 after 4.30pm. Swaps might considered. (Possible Megadrive or Gameboy with Games).

GREAT DEAL English Megadrive for sale with Sonic, Golden Axe, Ghosts n Gouls, Shadow Dancer, EA Hockey, Arcade Powerstick and Japanese Converter. 2 months old unwanted Birthday present for only £220 ono. For further details Phone Jonathan on(0388) 747110.

SEGA MEGADRIVE PSU and three Games EA Hockey, PGA Tour Golf, James Pond II. Ring Matt (0423) 358848 York £130. Runs all carts.

FOR SALE: One pair of Ski's with Boots. Good condition £40 Bargain, or swap for Gameboy. Tel. (0483) 861137 (Tim)

SELL! MEGADRIVE + 3 Games, Arcade power stick, Loads of Mags boxed. Ring (0298) 26678 and ask for Richard.

FOR SALE MEGADRIVE and 6 Games Alien 3, John Madden 92, Streets of Rage, Revenge of Shinobi, Spiderman and Sonic all for £110 ono. Or swap for Super NES with 1 or 2 Games. Hurry though before I change my mind! Tel. 021-748 3498.

MASTER SYSTEM for Sale 16 Games, Good condition includes Sonic, Shadow Dancer, Super Kick off £270. Tel. (0672) 20804 ask for Michael.

MEGADRIVE 2 Controllers 9 Games including Road Rash, John Madden 92 and more. Great hits Price £250. Tel. (0702) 715740.

JAP MEGADRIVE 12 Top Games include Fighting Master, Strider, California Games and many more all boxed, 2 carrier game cases with arcade Powerstick and Pad in good condition. Worth £450 will sell for £350. Phone 081-870 9834 David. Must collect.

BRILL SALE NES and SMB1 £35, Megaman II £30, Guantlet II £20, Snake R+R £20. Phone 0648 42414 if interested Phone (0648) 42414 Now!!!

NINTENDO NES with ligh gun and 10 great games including Mario 3 and Chip 'n Dale, costs £500, yours for £200. Call Lesley 071-833 2222.

MEGADRIVE for sale, six top games, Fighting Master, F22, Terminator, Gynoug, Jap convertor, 1 controller, £160. Ring Steve on (0539) 729614.

SPECTRUM +2, 150 games + loads of cover tapes, instructions included, all for £120 ono. Phone (0872) 552672.

NES, 2 joypads, 4 games, inclusing SMB3, light gun, all instructions, good condition, all for £120. Phone (0872) 552672.

SPECTRUM 128K, built-in cassette recorder, 50+ games, including Mario Brothers., Afterburner, WWF Wrestlemania, Turtles and Street Fighter. Tel. (0602) 277158.

MEGAGRIVE GAMES for sale, including: Euro Club Soccer, Road Rash, Revenge of Shinobi, John Madden '92, Hardball, Streets of Rage, Supreme Court Basketball, Sonic, Joe Montana 2, all in excellent condition, all offers to David on (05512) 2778, after 6pm.

MEGADRIVE GAMES fro sale, F22, Interceptor, Robocod, £25 each. Phone (0243) 824952.

FREE (only joking), 3 MS games for sale, Rampage and American Baseball £20, separate £35 together, also R-Type £25 sorted. Phone 051-920 7730.

MEGADRIVE, 2 joypads (1 turbo), 12 90% plus carts, including Taz, Alien 3, Krusty's ,Streets of Rage, Desert Strike, boxed, mint condition, some receipts, worth over £550 take £350 ono, ready now, so lets talk Sega! Call evenings, Chris 081-686 1942 (Surrey).

RADIO CONTROLLED "Serpent Impact' gas powered car, transmitter, starter, battery, etc, ready to run, never raced, worth £300+, sell for £250 ono or swap for Amiga A500, preferably with 1meg upgrade, + games, good condition. Phone Michael on (0569) 30469 (Aberdeenshire).

MEGADRIVE for sale, comes with 1 turbo joypad and 10 games, inc. John Madden '92, Desert Strike, Streets of Rage and Sonic, all this for £230, if interested, ring Sam on 081-876 5064.

NES with 5 games, Mario 1 & 3, Zelda 1 & 2, Snake, Rattle 'n' Roll, all boxed with instructions, only £120. Ring 081-560 2557.

NINTENDO + 2 joypads + Super of Road, Bart VS, Space Mutants, Punch Out, Mario 1, Duck Hunt, Advantage joystick + zapper, £160, mint condition, only 2 months old, all boxed. Phone Rhiad on 021-445 6029.

FOR SALE, Sega Master System with Sonic, Monaco, Alex Kid, will sell for £90 ono. Tel. (0269) 595293, ask for Ian. Perfect condition.

SNOOKER TABLE, 6' x 3', new, excellent condition, 2 cues, balls, etc. £150 on o, buyer must collect. Amiga 500, 1meg joystick, mouse, 15 games, including Populus, Powermonger, Lemmings, all leads, boxed, D'Paint 3, £300 ono. Phone Richard on 081-340 7310, after 6pm.

PORNO MAGS, NA Console mags, loads of 1st issues, including Mean Machines, Raze Sega Force, Sega Pro Game Zone, loads of American mags and C+VG. Phone Steff or Damon on (0329) 285404.

MEGADRIVE with 11 games, 2 joypads, 20+ magazines, runs all cartridges, £300 total or will split. Ring (0773) 710706, after 4pm.

NINTENDO with Mario 1 and Duck Hunt, if you call by November 31, I will give you Chip 'n' Dale, Rescue Ranges free. Also for sale 8 games, call for more info (Nintendo) is for £50 (games) are for £25. Phone (0273) 453249.

NINTENDO for sale, with SMB 1, 2 & 3 and NES Advanage, only 1 year old, and in mint condition, everything boxed and with instuctions. Bargain price at only £100. Phone Paul on (0225) 335015.

COMMODORE 64, brand new, exellent condition, 100 games+, still fully boxed with instructions and magazines, £150 ono. Ring (0778) 344161.

SEGA MASTER SYSTEM PLUS for sale, with 6 great games, including Donald Duck and Operation Wolf, also 2 joypads, joystick and light phaser, all fully boxed worth over £200, sell for £125. Phone Ian on (0884) 33611, after 6pm.

GAME GEAR GAMES Sonic the Hedgehog £15, Super Monaco GP £10, Donald Duck £15 and Mickey Mouse £15, all games boxed in excellent condition, good Christmas presents. Tel. (0733) 208588, after 4pm.

C64 new data recorder, psu, joystick, dust covers, over 80 games, magazines, £100. Tel. Paul on (0424) 713679.

NINTENDO with 7 games and light gun, games include: Super Off Road, Double Dragon, Super Spike V'ball, boxed in good condition, worth £320, I will sell for £200 ono. Tel. (0799) 524400, after 4pm.

GAMEBOY, accessories, plus 15 games, including Snow Brothers, Batman, Operation C., Choplifter II, offers. Tel. Toasing Shek, 26 Cheswick Drive, Gosforth, Newcastle-upon-Tyne, NE3 5DT.

GAMEBOY fro sale, still boxed, hardly used, 2 games: Mario, Blobbette £50 ono. consider swap for 2 good SNES games. Lynx games, Roadblasters, Ninja Gaiden £15, SNES games, Wrestlemania, Contra 3, Caveman, Ninja, Streetfighter II from £25-£35. (Streetfighter II brand new). Tel. (0892) 836262.

PAL MEGADRIVE Jap), takes all games, no converter needed, ten top quality games, inc. Maddens '92. Streets of Rage, Road Rash, Pitfighter, EA Hockey, all excellent condition, inc. turbo joypad, £240. Phone Richard on (0865) 38672. I live in the Oxford area.

CHEAP MEGADRIVE for sale, 13 games, 2 joypads, games include: Desert Strike, Mickey Mouse, Strider, Robocod and many other great titles, runs all games, yours for only £300 ono, call after 4.30pm, ask for James on (0892) 862992.

SEGA MASTER SYSTEM with light phaser and 4 games, plus light phaser, games all boxed £80 ono. Tel. (0594) 842039.

GAME GEAR with mains adaptor, Master Gear convertor, Columns, Super Kick-Off, Tennis Ace games, worth £195, mint condition £115 ono. Phone (0372) 726840.

MEGADRIVE games for sale, F22, Two Crude Dudes, Quack Shot and Altered Beast £30 each, apart from Altered Beast £15 or all for £95, all are in mint condition, fully boxed with instructions. Pleaser contact Ian on (0942) 811941.

FOR SALE, Game Gear plus 6 games, inc. Sonic, H'alley Wars and Axe Battler, £150. Phone Peter on (0326) 40453.

WANT A MASTER SYSTEM for £180 a rare bargain, worth £320 includes 6 games, Donald Duck etc. with wheel, light gun, joystick, pad, less than 1 year old, still under guarantee. Phone between 5-10pm on weekdays, anytime weekends, so phone now on (0672) 63651.

NES FOR SALE only £85, 4 great games, all boxed, including all instructions. Contact Pritpal on 021-420 2411, 4-6pm weekdays.

SEGA MASTER SYSTEM with 13 top games, £150 or may split. Tel. 081-964 5541.

MEGADRIVE with Sonic and Tazmania, UK version, excellent condition, boxed, cost £170, take £115 ono. Phone Evan on (0443) 238267.

MEGADRIVE, 3 months guarantee, everything boxed, JM '92, Budokan, California games, Hardball £160, separate games for sale Desert Strike, PGA, Buck Rogers £20 each, also powerbase convertor £20. Phone Gareth on (09743) 312, 4pm onwards on weekdays or anytime on weekends.

SONIC 3 not the first issue and last issue of Mean Machines for sale £50 ono. Call Gary on (0494) 534232.

BARGAIN ST GAMES for sale £450, sell for £90. games like Pitfighter and Terminator 2. Tel. Paul on (0256) 51068.

JAP MEGADRIVE 2 joypads, 3 games, Alien 3, Sonic, Double Dragon, worth £195, sell for £140 ono. Phone (0202) 516584.



MEGA

FOR SALE

C64 good condition, 30 games including Go for Gold, Adidas Football, Basketball, lots more, sell for £110 ono. Phone (0327) 311160.

NES FOR SALE with 6 games including, Double Dragon 3 and Blades of Steel. Price £120 ono. Phone 081-464 6856.

FREE! Gameboy with magnifier, rechargeable batteries and £15 worth of mags, when you buy 6 quality games for £120. Phone 081-850 8681.

YOU'D BE MAD to miss this! Megadrive + 9 games, Maddens '92, Road Rash, Immortal, Olympic Gold, Streets of Rage, Marble Madness, Castle of Illusion, Monaco GP II and unboxed World Cup Italia '90, plus 2 controllers + 2 remote controllers, all £250. Call (0203) 395669.

SELL MEGADRIVE 60Hz, fully screen, Scart with picture booster and Populous or Splatterhouse, 2 control pads for £115, also sell Vapour Trail, Fantasia, Eswat, Marioland, Ringside Angel, Gaiares, Alien Storm for £25 each. Phone 081-341 7218, and ask for Ils.

AMIGA A500, boxed with over 60 gaes, also joysticks and mouse, offers or swap for 16bit console. Phone (0304) 611205.

AMIGA 500 plus 2 joysticks plus £200 worth of games computer in original packaging for £300, or swap for SNES and 5+ games or Megadrive and 8+ games. Phone -061-792 2611, not Saturday in Manchester or N.West.

SELL MASTER SYSTEM light phaser 3-D glasses, 2 control sticks, Konix Speedking joystick and Quickshot joystick, 5 games, Outrun 3D, Missile Defense 3-D, Rambo III and Dinamite Dux, bought for £500 sell for £110. Phone Ils on 081-341 7218.

RADIO CONTROLLED 'Nissan King-Cab' with transmitter, battery pack, fast and slow charges, extra include: spare body shell, tyres, crystals, motor, b oxed, wicked condition, ideal Christmas present, value £300+, sell for £145. Phone Ben (0767) 600728.

GAMEBOY for sale, 5 games, inc. Mariland, Double Dragon, Fortress of Fear, etc for £100 ono. Call Eoin on (046) 28344.

SEGA MASTER SYSTM 2 good condition, 2 joypads, 3 games + Sonic + light phaser for £110, will swap for Megadrive with 1 game. Tel. (0452) 500232, after 4pm.

MY NES, 4 games, Mario 3, TMHT, Python 2, joysticks, 2 joypads, all boxed, £80-£90, mint condition. Write to: G. Lormor, 29 St. Lawrance Road, Ansley Village, Nuneaton, Warwickshire CV10 9PN.

ATARI LYNX still boxed with mains adaptor and Toki still under guarantee, used twice, unwanted gift, £75 ono. Call Peter on (0634) 681298.

BARGAIN Sega Megadrive for sale for £180 ono, you can get the Megadrive, 2 control pads and 4 games (all over 90%), this offer is worth £300, interested? Phone Ben on (0252) 703014, after 6pm. It's an ideal Christmas present.

NES FOR SALE with 7 games, joystick and both joypads, worth £320, sell for £200. Tel: 091-534 2306, after 6pm.

LISTEN UP, I've got a Gameboy with 5 excellent games, includes Bad Rad, only for £70. Contact 081-399 6746. Now!

SUPER FAMICOM for sale, Pal & Scart version sell for £100, with Street Fighter2 £150 or swap for a Mega CD or USA SNES including SF2, includes 2 controls. Tel. (0582) 455461.

GAMEBOY GAMES: Alleyway, King of the Zoo, Bowling, Gargoyles Quest (£10-£12), Atari Lynx comlynx cable (£4.50), wanted: Track Meet and Blobbette. Tel. (0532) 626180 ask for Edward, after 6pm. Also wanted for Sega Master System Mickey Mouse, Asterix, Rampage, Psycho Fox.

MEGADRIVE GAMES: Road Rash, Desert Strike, £19, Fantasia, Turbo Outrun, Robokin, Hellfire, Rainbow Island, £15 or £100 the lot. Tel. (0636) 892553.

MEAGDRIVE GAMES, Tazmania Devil, Desert Strike, Road Rash, Streets of Rage, Spiderman, Lakers v. Celtics and others, all £25 each. Tel. (0222) 693119.

NINTENDO, 7 great games and a Four Score Plus Two, extra controls, £120 ono. Contact Matt on (0383) 737847.

MASTER SYSTEM II, mint condition, 5 top games, AC adaptor, 2 joypads, 1,000 cheats, G. Axe, Sonic, A. Beast, E. Racer, A. Kid, £120 o no. Phone (0702) 351627.

FOR SALE Gameboy games, Chessmaster and SML and carry case, also wanted: Chuckrock for Megadrive. Phone Braintree (0376) 553098. (Essex).

MEGADRIVE GAMES: Golden Axe, Ghouls 'n' Ghosts, Mickey Mouse, John Madden £19 each, or 4 for £70. Tel. 081-851 0799, between 6pm-8pm.

NINTENDO in best condition, with games, Double Dragon 2, Donkey Kong, Mario Bros 3 and Turtles £85. Tel. (0423) 524272.

GAME GEAR, 4 games, Sonic, Donald Duck, Olympic Gold and Mickey Mouse, worth £200, now £125 ono. Tel. (0509) 620533.

MEGADRIVE GAMES, both mint condition, Altered Beast only £7, Golden Axe II only £12, or together £18. Tel. (0425) 475073.

AWESOME DEAL, Sega Master System for sale with 9 great games, inc. Sonic, Golden Axe and Double Dragon, worth over £305, but will sell for £150 ono, vgc. Tel. 081-878 0407, ask for Jonny, must pay cash.

MEGADRIVE plays all games with extra joystick and 3 games, boxed, excellent condition, sell for £130, also Gameboy with 5 games, including Operation C, Pipe Dream and Revenge of the Gator, all for £100 ono. Phone (0344) 777571. (East Berkshire).

GAME GEAR plus Sonic £80, fully boxed, excellent condition, also Terminator 2 for Gameboy £12. Phone Nick on (0582) 666354, also Sony Walkman for £10 or swap Walkman for Nightmare on Elm Street 4 & 5, quick sale wanted, also Amiga games.

GAME GEAR for sale, plus 3 games, World Class Leaderboard, Donald Duck, Columns, hard carry case and mains adaptor included, bargain at £110 ono. Phone Barry on 041-427 7883, after 6pm.

AMIGA 500, mouse, mouse mat, and games, excellent condition, complete with manuals and disk package £300 ono, also Amstrad 464, perfect condition with monitor loads of games £100. Tel. (0276) 31748, ask for Fred, need quick sale, ring now!

COMMODORE 64, perfect condition, data cassette, power pack, 50 games, bargain at £80 ono. Phone Dan on 061-428 4228, after 4pm.

GAME GEAR with Sonic, Mickey, Master Gear and Asterix, everything boxed, mint condition, just £100. Phone Alan on (0332) 810759.

SEGA GAME GEAR in excellent condition, with 5 top games and mains adaptor, all boxed with instructions, £120 ono. Tel. 081-698 6376.

MEGADRIVE GAMES: Robocod, Gynoug, Eswat, Spiderman, Budokan, Forgotten Worlds, prices vary, between £22-£28, all brilliant condition. Phone (0483) 36277.

UK MEGADRIVE 17 top games includes: Vermillion, Populous, Thunder Force 3, Maddens '92, Immortal, Alien Storm, Phantasy Star 2, Wrestle War, Golden Axe, Jap adaptor, 2 pads, all boxed in excellent condition, still under guarantee, £275. Tel. (0954) 782436 (Cambridge).

IDEAL CRIMBO PRESSIE, Sega Master System with 9 full price £30 games including California Games, Mickey Mouse, Golden Axe, Rambo 3, 2 pads and phaser, all boxed and with instructions, all for £170 ono. Tel. Rossi on (0522) 684454, after 4pm.

LYNX £60 3 games, Master Gear £50 3 games, Megadrive £110 3 games. Ring Sam on (0394) 380297 between 5.30pm and 8.30pm.

MEGADRIVE GAMES Mickey Mouse, Starfight, Thunder Force 3, over 20 in all, also wanted, second-hand SNES games £15-£20, also Megadrive with 2 games and 1 control pad £85. Phone Steven on 081-657 3716.

MASTER SYSTEM 2 with control pad and flight stick plus 5 games, Kick Off, Sonic, Leaderboard, American Football, Alex Kidd, sell for £100 or swap for Megadrive with 1 or more games. Tel. (0406) 24778, after 5pm, ask for Richard.

NES with 6 games, including Mario 1, 2 & 3, light gun and NES Advantage, £200, if interested, phone Elliot on (0932) 349099.

PC GT for sale, with Metal Stoker £160, selling separately PC Kid 2 £28, Final Fight, Area 88, Super R-Type for Famicom £30 each ono. Phone Martin on 081-567 5169 (London), only 6pm weekdays and anytime weekends. (No swaps!)

MEGADRIVE GAMES Ultimate Qix £15, Kid Chameleon £25 or swap Olympic Gold or Bonanza Brothers. Phone (0474) 322619, after 6pm.

KISS MINE! Amstrad CPC464, colour monitor, joystick, almost 100 great games including Double Dragon, After Burner, Golden Axe, Midnight Resistance + loads more!! 12 issues Amstrad magazines free! Altogether worth £600+. sell for £120 negotiable, Phone Jonathan on (0493) 731859, after 6pm. Bargain!

AMSTRAD CPC464 with colour monitor, 1 joystick, over 50 games, worth £350, accept £200 ono, excellent condition. Tel. (0256) 771442.

C64 FOR SALE, cassette, 2 joysticks including The Bug, 40 original games only £85. Phone Masoom on (0924) 430585, after 9pm.

AMIGA A500 for sale, still under guarantee, over 30 good games, like Kick Off 2, Jimmy Whites £280 ono. Tel. (0292) 551134 (Scotland).

MEGADRIVE with game worth £150, sell for £110 ono or swap with Spectrum and games for Commodore Amiga 500 or 600 with games and accessories. Tel. (0742) 645350, ask for Daniel. (Sheffield)

MEAN MACHINES issues 0-24, buyer collects, will sell for £75. Phone (0772) 673175, after 6pm.

MEGADRIVE FOR SALE 20 games, most top names, like Sonic, Dragon, Fury, Desert Strike, Thunder Force II, III, many more, 2 controllers, 1 turbo, sell for £350. Tel. (0295) 680472, after 6pm. (Warwickshire).

OFFICIAL MEGADRIVE boxed as new, with 8 games inc. Streets of Rage, arcade power stick, Scart lead, Jap game adaptor, £100 ,no offers. Phone (0536) 520969, after 6pm.

MEGADRIVE GAMES: Immortal, Desert Strike, John Maddens '92. F-22, £25 each. Truxton, Fatal Rewind, £21 each., all UK. Tel. (0792) 232152.

MEGADRIVE FOR SALE, 1 joypad, 2 great games, Spiderman and Pitfighter, excellent condition, though not boxed, sell £130, if interested phone (0223) 871649 on weekdays, 5-9pm and ask for Mark.

MEGADRIVE GAMES for sale, Sonic, Castle of Illusion, Spiderman, Ghouls 'n' Ghosts, Revenge of Shinobi. Call 081-302 8445, after 5pm weekdays.

MEGADRIVE with 2 joypads, plus 9 good games, including Desert Strike, EA Hockey, Strider, S. of Rage, NBA, etc. worth £500, will sell for £280 ono or swap for Amiga with games. Tel. Sheffield (0742) 642034. ask for Gareth.

JAPANESE MEGADRIVE with Quackshot, James Pond 2, Gain Ground, Tazmania, Krustys Super Funhouse, Buck Rogers, Wonder Boy, Magical Hat, worth £350, sell for £190. Call Matt on (0302) 371791.

MEGADRIVE with 2 joypads and 8 great games, incuding Gynoug, Aien 3, Chuck Rock, Hellfire, Batman, all still boxed with instructions, also includes dozens of Sega mags, only £250. Ring Henry on 081-948 2404 (will think about offers).

ATTENTION Republic of Ireland readers, Sega Megadrive games for sale, John Maddens '92 (UK) £25, EA Ice Hockey (UK) £25, Super Monaco GP (UK) £25 + Strider (US) £20. Conact PJ on (065) 51201 so hurry now.

SEGA MASTER SYSTEM, 2 joypads, light phaser, 2 built-in games, Hang-On, Safari on the joypad, press up both buttons together for a Maze game. All for only £60. Phone 081-800 9904, evenings only.

MART 

MEGADRIVE FOR SALE, 1 joypad, Jap adaptor 5 games, Altered Beast, Sonic, M ercs, Hellfire, Shadow Dancer, £200 ono. Phone (0704) 26306.
NINTENDO NES for sale, includes robot and gun, 21 games, including SMB 2&3, Super Off Road, Blades of Steel, NES Golf, top gun, worth £700, sell for £275 or ono. Call Wokingham (0734) 776602, after 6pm.
MEGADRIVE GAMES, over 50 top titles, including EA Hockey, Desert Strike,Stryder, Mon oaco GP, JM '92, Eswat, Spiderman, Golden Axe 1&2, Pititfighter, PGA, Moonwalker, Testdrive 2, Road Rash, Eswat, Jordon vs. Bird, Mercs, Streets, Technocop, Shinobi, Fantasia, Winter Challenge, Hang-On, Castle of Illusiion, Crackdown £15-£25. Phone (0922) 403699 (Wolverhampton area).
WILL SELL Robocod without instructions and Road Rash £20, Wonderboy V £24, Desert Strike £27, Columns £12. Phone Alistair on 081-455 7265.
NES DELUXE with 6 games + joystick, worth £310, sell for £175 ono. Amstrad CPC464, green monitor, 100 games + 2 joysticks, worth £400, sell for £175 ono or swap both for Amiga A500+. Ring (0942) 725224, ask for Andrew between 4.30-8pm, buyer must collect!
MEGADRIVE GAMES for sale (English), Road Rash, Streets of Rage, Spiderm,an, (Jap) Tazmania Devil, Desert Strike, all £20 each. Lakers vs. Celtics without instructions £15. Phone Craig on (0222) 693119 anytime. Also every issue of Go, all £3 each.
MEGADRIVE, 9 games, 2 controllers, Jap convertor £350. GX4000 like Megadrive not used, 2 controllers, 1 game, unwanted birthday present, cost £140, sell £60. NES, 1 game, robot £55, swap Gameboy, Megadrive games sold separate. Ring (0978) 361493.
MASTER SYSTEM plus light phaser, 2 joypads, 11 games inc. Sonic, Mickey, Donald, Kick-Off, £140, no split. Tel. (0650) 531354.
SEGA MEGADRIVE with 9 top games for only £250, it's a bargain and worth over £400, also Game Gear with convertor, wide gear and 7 great games, will accept £170, worth over £320. Contact Nicko on (0925) 224842.

SPECTRUM +3, 128k, disc drive, 33 games, manual, joystick, good condition, £100 ono. Tel. (0483) 770840, after 6pm.
GAMEBOY for sale, 6 games, Adventure Island, Super Marioland and more top games, I've got mains adaptor, lightboy and magnifier, buy now and get a free Japanese game, all this for £150 or nearest offer. Phone Matthew on (0398) 331280, from 6-9pm.
UK MEGADRIVE, takes all games, 5 games including Sonic, EA Hockey, Master System convertor with Super Kick-Off and 25 various mags including Mean Machines worth £400, sell £220 ono or swap for Amiga with games etc. Phone Neil on (0268) 694104.
FOR SALE Megadrive games Alien 3, Smash TV, Super High Impact £26 each. Sega mags £1 each. Tel. (0287) 660183.
MEGADRIVE plus 8 top games, Desert Strike, JM Football, EA Hockey, Immortal, Streets of Rage, Quackshot, Toe Jam and Earl £300 ono, also 6 other games, inc. Kid Chameleon, Revenge of Shinobi, £10 each. Tel. (0872) 76952, after 5pm.
AMIGA 500, 1/2 megabyte upgrade, 2 joysticks, 80 games, mouse, vgc, lockable diskbox, boxed, manuals, £300. Contact Sean on Southend (0702) 586342.
GAMEBOY and 9 games, all games boxed plus magnifier, just £180. Tel. (0772) 687078, all calls after 5pm.
MEGADRIVE GAMES for sale, Streets of Rage, Batman, Eswat and Revenge of Shinobi, £18 each. Phone (0425) 478848.
AMIGA A600, 3 months old, boxed, mint condition, Deluxe Paint III, mouse, 2 joysticks, 5 games including Speedball II, Lemmings, F15 Strike, Eagle II, wanting quick sale, ost £480, bargain at £265 ono. Phone Ross on (0285) 850019, after 6pm, don't hesitiate!
MEGA-CD with 6 games including Thunderstorm, Wonderboy, Prince of Persia, FHB, Earnest Evans, Heavy Nova with Megadrive and WWF joypads and Tazmania, Alian 3, Kid Cameleon, Desert Strike, Sonic, will throw in Game Gear and 7 games, including Sonic, all for the bargain price of £800 ono. Tel. (0344) 843862, weekdays after 6pm.

MASTER SYSTEM, 12 games, Sonic, Mickey Mouse, Wonderboy III, R-Type, light phaser, joystick, all boxed, £140. Phone Craig on (0555) 752115.
ATARI 520STE. 11 games, demos, 2 joysticks, hardly used, good condition, 1 year old, £200 ono. Call (0202) 499437.
MEGADRIVE 10 months old, very good condition, with 5 games, and 2 joypads, £200 ono. Call (0202) 499437. (Bournemouth).
LOOK! I am selling my Supersabre (radio control car), with amazing xontroller and 2 7.2 volt batteries, I also have a spare body with spare parts and 2 paints, worth £200, sell for £120 ono. Phone (0985) 846555, before 8pm.
MEAN MACHINES, full set, Nos 1-24, good condition, will sell complete for £40 (collect), or £50 (by post), write to: Mr. Stephen O'Connell, 37 Milner Road, West Ham, London E15 3AD, enclose sae please.
GAMEBOY for sale, with 6 great games, inc. R-Type and Kick-Off, £100, light, magnifier. Phone Rich on 021-707 6123, after 6pm.
GAMEBOY, Tetris, Double Dragon, Fortress ofFear, 2 player link, stereo earphones, all instructions, all boxed with dolby play and carry case (also boxed), good condition, bargain at only £180. Phone Tim on (02406) 5407, buyer must collect.
GAME GEAR, brand new, unwanted birthday present, comes with Sonic the Hedgehog and AC adaptor, bought for £130, sell for £45. Phone 081-450 4733.
MASTER SYSTEM, light phaser, power joystick, 2 joypads, Sonic, World Grand Prix, R-Type, F16 Fighter, Power Strike, Rastan, Golfmania, Ghostbusters, 2 built-in games, £80 ono. Phone 081-906 0657, evenings after 6pm weekdays; all day, weekends, great Christmas gift, deliver within M25, act now!
GAME GEAR with 5 games, including Donald Duck, Sonic, Shinobi, £180 ono, also PC Games, Monkley 2, Indyana, Start'em £15 each. Tel. (0268) 781096.
GROUP SEX! Just kidding, but for £310 you can own an official Megadrive in excellent condition, boxed with full instructions, plus 9 games (Sonic, Mickey, Madden, Robocod, Hellfire etc), will also throw in arcade powerstick. Phone James on (0245) 224412, pm only.
FOR SALE Atari Lynx, 5 games, inc. Electro-cop, Lemmings and Klax, also kit, case, mains adaptor. Phone David on 091-251 4610.
MASTER SYSTEM, light gun, 11 top games, including Sonic, Terminator, Ghouls 'n' Ghosts, Ninja, Gaiden, Strider, Populous, Asterix plus 3 built-in games for £200. Tel. 071-833 5646.

SEGA MASTER SYSTEM II with Double Dragon, Alex Kid, Thunder Blade, and it has a joypad and joystick, worth £135, will sell for £65. Ring Spencer on 081-977 5889.
BRAND NEW Gameboy with Tetris and Kirby's Dream Land, game bag and magnifier light, boxed, £80. Tel. (0842) 812487.
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ULTIMATE GAME GEAR for sale or swap, 5 top games, Shinobi, Mickey Mouse, Donald Duck, G-Loc and Monaco GP, all boxed and worth £105, sell for £15-£20 each – £80 the lot ono. Phone Edward on (0428) 683140, after 5pm Mon-Fri.
MONSTER BEETLE radio-controlled car, with 2 batteries, charger and controller, vgc £120 ono. Tel. Matthew on (0884) 38865 (Cullompton, Devon).
MONSTER CORVETTE radio-controlled car, 2 batteries, charger and contoller, vgc, £150 ono. Tel. Matthew on (0884) 38865 (Cullompton, Devon).
MEGA CD-ROM and Megadrive Scart works with Japanese, American and English games. 50-60Hz switch for larger screen, includes Sol-Feace, Heavy Nova, Desert Strike, EA Hockey, Strider, Test Drive 2 and extra turbo joypad, worth over £550, sell for £300. Phone (0483) 740589.
MEGADRIVE, 2 Sega joypads, 5 great games: Bare Knuckle (Streets of Rage), Pitfighter, Super Shinobi, Golden Axe and Thunder Force 2, plays all carts, boxed, excellent condition, all this for a bargain at £140, interested? Tel. 081-470 9159.
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MEGADRIVE GAMES Jap £15, UK/USA £22, excellent condition, SNES Jap carts £35, Axe Lay, Paradius, Top Racer, more. Tel. Neil on 051-426 0138.
ATARI LYNX 2, psu, case, batteries, 3 games, very little used, £100. Tel. Neil on 051-426 0138.

BE QUICK! Megadrive games: JM '92 £25, 688 Sub Attack £20, Chuck Rock £18 (no instructions), otherwise in excellent condition, will also swap for Grandslam Tennis, or Speedball 2 or Sonic 2. Phone Ben on (0376) 516752, between 5-7pm weekdays.
MY SUPER FAMICOM (Scart) runs 17% faster and has 1 more pad than the UK SNES, it also has Street Fighter 2 and a US adaptor, as new, £155 ono, the choice is yours. Phone Andy on (0453) 873222.
SEGA MASTER SYSTEM 2 with 10 games, inc. Sonic the Hedgehog & light phaser, great bargain, all boxed, £100. Call 081-898 0876.
SEGA MASTER SYSTEM 1, many games, joystick, rapid fire unit, good condition, £100, ask for Jason. Phone 081-660 6608.
SEGA MASTER SYSTEM 1, games Sonic, Asterix, Mickey Mouse, 2 joypads, good condition, all for £50. Tel. 081-763 0120, ask for Danny.
ATTENTION NES for sale, 11 top titles, includingf Mario 1,2,3, Megaman 1,2, New Zealand Story, Bart Simpson, accessories, including Advanage joystick, flight grip, 2 player, light gun, boxed, as new, worth £570, bargain at £250 ono. Ring 081-654 0748.
UK MEGADRIVE, 6 brill games like Quackshot and Toe Jam & Earl, sell for £200. Phone Barry on (0923) 238160., Now!
BACK ISSUES of Mean Machines, other computer mags and loads of wrestling mags, send sae to Malcolm. Also NES games: Mario 2&3 (US machines only), £20 each ono. Please send sae to: M. Halliday, 29 Westfield Terrace, Cardenden, Fife, Scotland.

SWAPS

MEGADRIVE GAMES Alien Storm, Desert Strike, Super Thunder Blade, F22 Interceptor, Herzog Zwie, 688 Attack Sub. To swap for Alisia Dragon, Chuck Rock, Eswat, Gynoug, Xenon II, PGA Golf Tour, Phantasy Star, Robocod. Other considered. Tel. 071-371 9113 after 6pm.
SWAP! Sega Master System with eleven Games and Light Phaser. Games include Asterix, Captain Silver and Phantasy Zone 2 for Megadrive with pad and one or two Games (Preferably Sonic) will sell for £80. Please Contact Harlow 417549.
MEGADRIVE GAMES to swap. Lots of different Games. Please send me a SAE for details to Mr A Walker, 46 Upper Selsdon Road, Croydon, Surrey CR2 8DE.
MEGADRIVE SUPER NES swaps Will swap any of your games for mine. Ring me for Big List 021-459 7576.

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I WILL SWAP my Megadrive +2 Cordless Joy Pads, Jap Convertor, +16 Top Games. All boxed for Amiga 500 with decent selection of Games etc. Phone John (0442) 212314.

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CAN I SWAP Ninja for Sonic 2 and Secret Comand for Asterix Phase and Galaxy F for Chapions of Europe Thank you. Tel. Derby 510038.

FAMICOM GAMES to swap, My Castlevania IV for your Contra Spirits or Ranma also my F1 Exhaust Heat for your Joe and Mac Caveman, Ninja or The Addams Family. Ring (0245) 329490 and ask for Ken. Don't ring on Thursdays.

I WILL SWAP my Megadrive, PSU, 13 Games for your Pal Neo Geo + 2/3 Games. You must collect. Tel. (0656) 737147.

MEGADIRVE FAMICOM Buy, Sell, Exchange. Exchanges from £4. Phone Brian after 6pm (0463) 221173.

SNES 2 Controllers, 2 Games, Mario 4, Exhaust Heat (Jap) with USA/Jap converter. Swap for Megadrive with 2 controllers with 4 or more Games. Preferbly Desert Strike and 3 other Games. If interested Phone (0904) 651939 and ask for Brian after 7pm (York).

WILL SWAP MEGADRIVE and Games worth £400 for Amiga A500 in goood condition! Phone after 6pm on (0902) 845911 Pronto.

ENGLISH MEGADRIVE for English SNES. Ten excellent Games and Python Three Joysticks. SNES must have at least Six Games incl Streetfighter II. Must be in excellent condition like my Megadrive. Ring Alex on (042058) 7315 (Hants) or sell for £315.

DESERT STIKE swap for Side Pocket, Arcus Oddysey, Corporation, Alien III, Lemmings. Phone John on 071-228 8595.

MEGADRIVE GAME swaps, Mystic Defender, Shinobi, Northern Ken, Dick Tracy, Flying Hat, Wrestle Wars. Phone (0263) 513838 from 8pm-11pm, ask for Jen-Tunn.

WILL SWAP Nintendo, Robot, 5 games, 2 joypads, for your Megadrive with games. Contact Dean on 081-995 8913.

LYNX 2 with 4 games and mains adaptor in new boxed condition, swap for Gamegear with games which must include Super Monaco, Sonic Hedgehog or Super Kick-off, or sell Lynx set for £150. Call Lesley on 071-833 2222.

MASTER SYSTEM, swap for World Cup Italia '90 or Wonderboy for Operation Wolf, Shinobi, Olympic Gold or Rastan. Phone (0475) 675555.

GAMEBOY FOR SWAP for Game, my Gameboy has 5 games. Call Eoin on (046) 28344. Yo!

SWAP Tazmania for Alisia Dragoon. Phone Brian on (0978) 361144. I would also like to say Andrew is a frog!

MEGADRIVE, Battle Squadron, Moonwalker, Mickey Mouse and Arnold Palmers for Olympic Gold, Tazmania, Devil Crash, Winter Challenge and Krusty. Any other games considered, all games are in immaculate condition. Swaps must be UK version only. Phone (0480) 497425, after 4pm.

WILL SWAP Streets of Rage, Golden Axe, Quackshot for Shinobi, Wrestle War, Robocod, EA Hockey, Flicky, or will pay £15 for wanted games. Phone Philip on 081-697 3176.

WILL SWAP my Megadrive with 5 games, 3 more than 90%, for Amiga 500. Phone (0709) 866366, ask for Steven.

SWAP MY Megadrive game Wonderboy III in Monsterland for Terminator 2, Chuck Rock, Tazmania, Alien 3, WWF Wrestlemania or Lemmings. Swap my Gameboy game Gremlins 2, for a Game Gear game. Tel. (0638) 713333.

I WILL SWAP my Master System with 4 games for a Sega Game Gear with any aame. Tel. (0228) 513406.

SWAP (UNOPENED) SNES for your boxed Megadrive with all leads and around 5 decent games, like Kid Cameleon, no Jap stuff, no Sonic or Altered Beast carts. Postal exchange only.The better your offer the better your chance. Tel. Duncan on (0452) 780232.

NES WITH GAMES for Megadrive or Master System, both with games or sell. Tel. (0865) 735777.

I WILL SWAP my WWF for your Zelda, Turtles, Pilot Wings or Smash TV, or sell for £23. Phone (0297) 60451.

SWAP my Japanese Megadrive, good condition, 2 joypads, 20 games, worth £900+ for Amiga. Must have. 1meg upgrade and extra drive and games. Phone Paul on (0494) 446398, after 8pm, alternatively will sell for £450. Bucks area. Buyer collects.

LARGE SELECTION of Megadrive Famicom games to swap. For list of games, send sae to: 10 Glebe Gardens, Newtownabbey, Co. Antrim, N.Ireland BT36 6ED, or phone Michael on (0232) 844473 (evenings), I may even sell a few games, phone for details.

MEGADRIVE either 30 vgc magazines of your choiceSega Pro, Power, Force, Game Pro, EGM-USA, Mean Machines, Game Zone or hardly used Champ Explorer joystick and 5 magazines for any decent Megadrive cart (US/UK). Phone Wayne on (0978) 261770 (Wrexham), buyer must collect.

I WILL SWAP my Gameboy with 3 games, boxed like new, for a Game Gear and 1 game. Phone (0844) 261351.

SWAP OLD GAMES for new, send sae, list, what you have and need to: 16 Heath Road, Glossop, Derbyshire SK13 9AY.

MEGADRIVE SUPER NINTENDO I have over 80 games, swaps from £5, I will buy and sell. Phone (0463) 221173, after 7pm

GAME GEAR games to swap: Devilish and Mickey Mouse for either: Wonderboy III, Populus, Berlin Wall, Chase HQ or Wagan Land. Tel. (0584) 874024.

WANTED

SUPER NES with or without Games, Jap English Amer Games purchased seperatley sensible prices please. Tel 0392 52193. Megadrive with Games and accessories. Games bought sepratley Tel. (0392) 52193.

MEGADIRVE GAMES wanted Aliens 3, Star Flight, Desert Strike, Gynoug, Speedball 2, Road Rash, Robocod, Eswat, Revenge of Shinobi other good Games considered. Will pay upto £20 for each Games. Write to P Williams, 27 Woodford Court, Chequers Road, Gloucester GL4 9QB.

WANTED Sega CD-rom Pal and Scart with games. Contacts for Swaps. Tel. Mark on (0642) 226708.

WANTED Megadrive with 7 games, swap Super Nintendo 12 months guarantee with Mario. Phone Brian after 7pm (0463) 221173.

WANTED 688 Attack Sub, Buck Rogers, Corporation, Desert Strike, M1-Abrams, Road Rash, Streets of Rage. Private buyer paying more than trade-in price. Write to R. Harrison, 84 Essendyke, Bretton, Peterborough PE3 8JB or phone (0733) 333640, beware joke ansaphone.

WANTED instruction of 688 Attack Sub, will pay £6, also first issue of MegaTech £4. Write to: Oblio Wang, 50 Birkhouse Lane, Moldgreen, Huddersfield HD5 8BE.

WANTED Super Nintendo with Mario 4, light gun and 6 games for use with light gun. Tel. (0491) 642019.

WANTED Megadrive games and/or systems also Master System games and systems must be reasonably priced. Call Mike on (0332) 271836.

WANTED! Megadrive with any extra games, going totally mad, trying to find one. Pphone Chris on (0371) 872855. Now!

WANTED 'Bombjack' arcade machine, send details, eg price, address, Tel. No. to Mr. A. Waite, 1 Mill Lane, Stotfold, Hitchin, Herts. SG5 4NU. For sale The Ninja and Vigilante for Sega MS, send details of your price to the above address.

GAMES NEEDED for Nintendo Gameboy and Sega Game Gear at reasonably low prices must be boxed with instructions. Tel. John on (0538) 722870.

WANTED SEGA MEGADRIVE with good collectiion of games also wanted SNES, Famicom, Megadrive games please tel. (0527) 32230.

MEGADRIVE CARTS WANTED, UK/US only, will pay £20 for Gynoug, Dragon Fury, Fighting Masters, Simpsons, Krusty, Crueball, Space Invaders '91; will pay £25 for Corporation, LHX Attack Chopper, Bulls vs. Lakers, World of Illusion, Gods, Biohazard. Phone (0604) 708939 evenings.

WANTED Megadrive with 8 games, swap for Super Nintendo & Mario. Phone Brian on (0463) 221173, after 7pm.

PEN PALS

CALLING ALL 'Rad' look-a-likes! I'm 16, female and into red hot chili peppers, Janes Addiciton, Suicidal Tendancies, faith no more. I own a Megadrive. Andrew Strongs welcome! Write to: Shaz, 12 Uionville Close, N. Ireland BT5 7NY.

HI! I'm looking for a male penpal;, who is 12 years old and has a Gamegear. Please wrtie to: Martin Bunker, Junior House, 1 Sunnyhill Villas, Bruton, Somerset BA10 0NR.

HI! I'm a 16-year-old female Megadrive fanatic who finds refuge in pubs, that play loud music like Ned's and Jimi Hendrix. Lads 15+, write to: Julee Howitt, Laburnum Cottage, Wood Lane, Quadring Eaudyke, Spalding, Lincs PE11 4PZ.

GAME-LINK! The Pen-Pal Club for gamers, run by gamers. Free swap service to members! Don't delay, write to us today, all you need to do is send an sae to STU, 28 Churchfield, Ware, Herts SG12 0EP, for full details.

HI! I'm 19 years old and I'm after contacts for Megadrive. Contact Ruth Wooster, 11 Harcourt Street, Luton, Beds. LU1 3QH.

MISCELLANEOUS

FREE!! Awesome 375 Sega Game Cheats in 20 Page Book. Find Hidden Levels, Invincibility, Lives, Warps, The Lot! For yours send £1 to cover the printing cost and a postage stamp to Kristian at 230 Park Lane, Duston, Northampton NN5 6QW.

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ATARI LYNX for sale: £120 ono, with 7 games, kit case, visor, comm-lynx cable and wall adaptor. Phone 071-485 3957.

MESSAGES

TIPS AND CODES wanted for Wonder Boy 3. Phone Les on (0224) 714838 (daytime).

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More titles and accessories available. Send SAE for full price list. Part exchange prices please ring or write to see if we can come to an agreement. Please make cheques/PO's payable to: Adam Hall, 3 Fairfields Crescent, St. Ives, Huntingdon, Cambs. PE17 4QH.
TEL: (0480) 63648 AFTER 6.00PM

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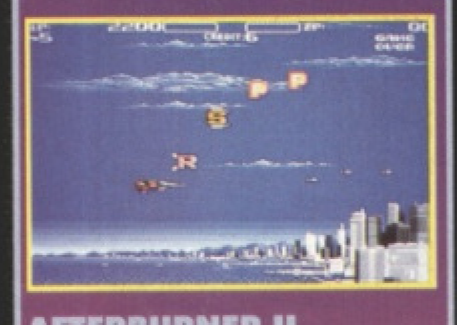
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MEGADRIVE

688 ATTACK SUB
An excellent submarine simulation which gives you ten missions to complete as a US sub commander, and six as a Russian. Although it sounds dull, it's a very compelling game and is thoroughly recommended to someone who's after something different (with plenty of "depth" - ho! ho!).
OVERALL 88%

AEROBLASTERS
A fairly easy-to-complete one or simultaneous two-player horizontally scrolling blast. The graphics, sound and playability are all excellent, but that low challenge factor means it can only be recommended to shoot 'em up novices.
OVERALL 78%



AFTERBURNER II
All the thrills and spills of the original machine have been included as you fly your fighter through 23 missions of amazingly smooth and fast 3D action. The sound is also terrific, with a variety of thumping good rock soundtracks and great sampled speech. If you're an Afterburner fan, this is the best conversion you're ever likely to play.
OVERALL 90%

AIR DIVER
Similar to Afterburner, with more variety, but much worse graphics. The 3D is fast, but the update is jerky and the plane doesn't handle realistically. There's certainly plenty to do, but unless you're prepared to persevere with the dodgy controls, try something else.
OVERALL 69%

ALEX KIDD IN THE ENCHANTED CASTLE
The graphics and sound are almost Master System standard, and while it's fun to play, with plenty of secret rooms and things to work out, it lacks that really addictive spark that makes the 8-bit Sega Alex Kidd games so much fun to play. For ardent Alex Kidd fans only.
OVERALL 68%

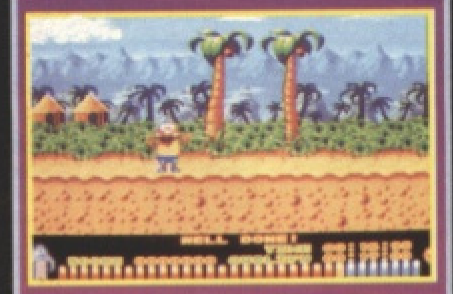
ALIEN III
A superb eight-way scrolling platform game that sees you, controlling Ripley, rescuing prisoners and blowing away Aliens left, right and centre. Superb graphics and amazing soundtracks add to the frenetic gameplay, let down ever so slightly by the repetitive gameplay.
OVERALL 89%

ALIEN STORM
An absolutely outstanding conversion of the coin-op, with great graphics and highly enjoyable one or two-player action. The big problem is that it's just too easy. For some unknown reason, the import version is harder, but even then it's not that difficult to finish. Those new to the Megadrive scene will really enjoy the action - experts, though, are warned that they might just find themselves finishing this prematurely.
OVERALL 78%

ALISIA DRAGOON
An enjoyable and very original platform shoot 'em up with mythological overtones. The playing area is huge and there are loads of secret screens to find. Highly recommended.
OVERALL 87%

ALTERED BEAST
"Free" with Official UK Megadrives, Altered Beast is a spot-on conversion of the coin-op. The trouble is, the arcade game wasn't exactly a smash-hit - it's a very simple beat 'em up with only five levels. The gameplay is very samey, and it doesn't take long to get all the way through the game. It's okay as a freebie, though.
OVERALL 67%

AQUATIC GAMES
James Pond returns in a rather feeble multi-event sports simulation where the puns are better than the gameplay. It's all to simple, and the events are very easily mastered, leaving this with very little lasting appeal.
OVERALL 61%



ARCH RIVALS
This is a very sad basketball simulation with only four players on the court, pathetic collision detection and mournful controls. The game is far too superficial and shallow to warrant more than an hour's play.
OVERALL 40%

ARNOLD PALMER'S GOLF
This is a pretty decent golf sim. Featuring a variety of options, excellent graphics (the 3D viewpoint and the animation on the large golfer sprite are both superb) and a very tough course indeed, Arnold Palmer's Golf will appeal to golf and sports simulation fans alike.
OVERALL 85%

ARROW FLASH
A dull and uninteresting horizontally scrolling shoot 'em up which is made even worse by a complete lack of challenge. There are tons of better Megadrive blasters, so shop around rather than waste your cash on this.
OVERALL 46%

ASSAULT SUIT LEYNOS
This strange sort of platform-cum-shoot 'em up puts you in control of a multi be-weaponed space commando. While the graphics and sound are very good, the gameplay borders on frustrating - there are loads of things to shoot down and the control method is very fiddly, so unless you're prepared to stick with it, you won't get full enjoyment from the game.
OVERALL 73%

ATOMIC ROBO KID
There are four different power-ups to collect in this accurate multidirectionally scrolling coin-op conversion. The gameplay is tough enough to keep you coming back for more. Check it out if you're after a no-frills blast with the emphasis on pure destruction.
OVERALL 82%

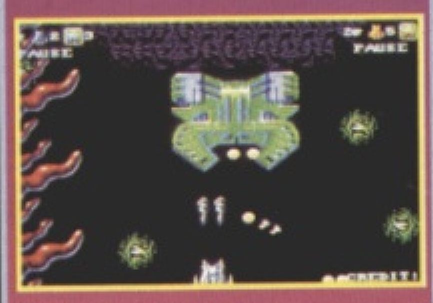
ATOMIC RUNNER
Superb, good looking, highly challenging and very addictive shoot 'em up which is different enough to be well worth the asking price. The Japanese import version of the game is known as Chelnov.
OVERALL 91%

AXIS FZ
A very unusual and original forced perspective 3D blaster in which you control a armoured robot who patrols the multidirectionally scrolling landscape in search of things to blow up. It's great fun and is highly recommended if you can find it.
OVERALL 84%

BACK TO THE FUTURE III
A four-level game based on the popular film. The graphics and sound are both excellent, and what's there is fun and enjoyable. The only trouble is that it's fairly easy, and therefore only Megadrive beginners will get full value out of it.
OVERALL 77%

BATMAN
The graphics and sound are truly tremendous and there's a range of thumping good rock tracks to accompany the platform action. The only problem is that the game is fairly easy to beat, so platform experts be warned.
OVERALL 83%

BATTLE SQUADRON
A tough, frantic and noisy one or simultaneous two-player up-the-screen blaster. Although it's pretty much devoid of original features, it's a fun game and lays down a challenge to test even the most experienced of shooting fanatics.
OVERALL 80%



BIMINI RUN
A rather naff 3D shoot 'em up in which you pilot a speedboat though enemy-infested waters. The graphics aren't much cop and the gameplay isn't any better, and after a sessions it all becomes rather tedious.
OVERALL 45%

BLOCK OUT
This sort of 3D Tetris is surely the finest Megadrive puzzle game available. Packed with tons of options (including a simultaneous two-player mode) and featuring highly addictive gameplay, this is a must for your collection.
OVERALL 91%

BONANZA BROS
Like Alien Storm, this is another superb conversion which is let down by the fact that it's just too easy. The two-player action is fun, but at the end of the day what you need is a challenge, and unless you're a games novice, this simply fails to deliver.
OVERALL 73%

BUCK ROGERS
Looks and sounds boring, but this massive RPG-style game is far from that. With loads of missions to complete and tons of variety in the gameplay, this has enough pace and action to appeal to everyone!
OVERALL 91%

BUDOKAN
Billed correctly as a "thinking man's beat 'em up", this graphically and sonically superb oriental fighting game lets you take out your aggression with four different martial arts skills - nunchuka, bo, karate and kendo. With over 25 moves per art and 12 very tough opponents, Budokan isn't a game you'll master overnight.
OVERALL 89%

BULLS VS LAKERS
A lot like Lakers Vs Celtics in terms of graphics and sound, Bull Vs Lakers is undoubtedly the best of the two, owing to its superior options. Probably the best Megadrive basketball on the market.
OVERALL 83%

BURNING FORCE
Very much in the Space Harrier mould, this 3D shoot 'em up puts you in the seat of a high-powered jet-bike. It sounds good, but unfortunately the gameplay gets rather repetitive after a while.
OVERALL 76%

CALIFORNIA GAMES
A brilliant looking, supremely playable, multi-player game that features rollerskating, skateboarding, hackey-sacking, BMX-ing and surfing. A must for sports fans.
OVERALL 91%

CENTURION
An interesting-sounding but ultimately tedious and frustrating strategy-style game which unless you're completely into Roman History fails to provide entertainment worthy of its price tag.
OVERALL 52%

CHUCK ROCK
A brilliant, humorous Megadrive platform game with real character. Its graphics are out-of-this-world, the sound completely brilliant, and the gameplay pretty good too! A must-have for your Megadrive collection,
OVERALL 91%

COLUMNS
Sega's answer to Tetris, this puzzle game is excellent. There's a huge variety of options, including arcade-style time trials, three different difficulty settings, nine different starting levels and a two-player head-to-head mode which adds to the game's lasting appeal.
OVERALL 88%

CORPORATION
A highly original 3D espionage game, casting you as a secret agent out to expose corruption in the all-powerful Corporation. This is a high quality, atmospheric role-playing adventure game. Recommended.
OVERALL 86%



CRACKDOWN
Another one of those very good, but all-too-easy arcade conversions. The two-player aspect is fun, and the game is enjoyable to play but the lack of challenge means that only a videogame novice will get his money's worth.
OVERALL 65%

CURSE
While Curse is fun to play, it suffers from a lack of originality and levels (there are only five). Try out other shoot 'em ups like Hellfire or Gynoug.

GAME INDEX

OVERALL 70%

CYBERBALL
A decent conversion of the multi-player American football coin-op which features robots instead of humans, Cyberball sports neat graphics but has been overshadowed by John Madden's Football. It's not bad, but check out Madden's first.
OVERALL 80%

DANGEROUS SEED
Oh dear. Sad graphics, rubbish sound, complete lack of originality and no challenge make this horizontally scrolling shoot 'em up tragedy one to avoid at all costs.
OVERALL 40%

DARK CASTLE
THE worst Megadrive game yet seen, Dark Castle is a laughably dire platform travesty whose only redeeming feature is its unintentionally hilarious sampled sound. Don't even think about buying this unless you're a demented baboon.
OVERALL 23%

DARIUS II
A very stylish horizontally scrolling shoot 'em up which sports tremendous graphics and seven completely different endings, depending on which route you take through the game! Recommended to ardent blasting fans.
OVERALL 83%

DARWIN 4081
A conversion of the rather obscure vertically scrolling shoot 'em up. It's fun for a while, but there's nothing new on offer that puts it ahead of any other Megadrive up-the-screen shooter.
OVERALL 74%

DECAPATTACK
A fun-filled platform game which is basically identical to the old import game, Magical Flying Hat Turbo Adventure, except it has different sprites and backdrops. Platform fans will love it - if you're one, check it out.
OVERALL 82%

DESERT STRIKE
The thinly disguised aim of this game is to take control of an attack helicopter and do what the armed forces should have done 12 months ago and dispose of Saddam Hussein and his forces. It's one of the best shoot 'em ups ever written, packed full of original features, and is a game that no Megadrive owner should be without.
OVERALL 94%



DICK TRACY
A sort of Shinobi-style game with machine guns, Dick Tracy is a challenging and addictive action game which should appeal to fans of the movie and gamesplayers alike.
OVERALL 89%

DINOLAND
A jolly, but fairly unchallenging pinball simulation which is let down by jerky and unrealistic ball movement. If you're a pinball fan, look out for Devil Crash, which is miles better than this.
OVERALL 53%

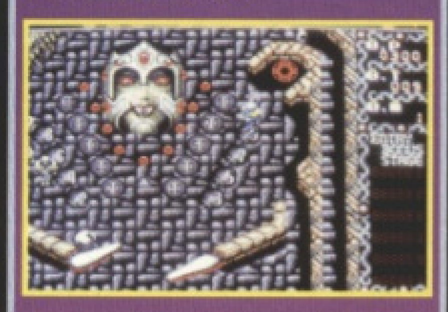
DJ BOY
DJ Boy is a beat 'em up on wheels, and while it's great fun to play, it suffers from one flaw - it's too darn easy. For coin-op fans only.
OVERALL 78%

DONALD DUCK
The action in this graphically superb platform game is fairly slow, but it's nevertheless an enjoyable game which should appeal more to beginners than seasoned veterans.
OVERALL 83%

DOUBLE DRAGON
This conversion of the beat 'em up classic is arcade perfect... except that it's too easy to beat. So unless you're a complete beat 'em up softy, this isn't really worth the money.
OVERALL 59%

DOUBLE DRAGON II
A ghastly version of the arcade beat 'em up which features inept graphics and sound and bland gameplay. Ugh!
OVERALL 30%

DRAGON'S FURY
A stunning-looking pinball simulation which is loaded with features. The ball movement is completely realistic, and the general game "feel" makes it the best pinball game yet seen - a must-buy for silverball fans. Look out for the Japanese import version. It goes under the game's original monicker of Devil Crash.
OVERALL 90%



DYNAMITE DUKE
One of the few Operation Wolf-style games available for the Megadrive, this provides plenty of blasting fun and frolics, but is ultimately let down by the lack of challenge. Once again, only novices really need apply...
OVERALL 73%

EA HOCKEY
A truly superb sports simulation which perfectly captures the atmosphere of the noble (and violent) sport of ice hockey. The gameplay is simply superb and the tough computer opponents and an excellent two-player option provide plenty of lasting appeal. One of the best sports simulations available - miss it at your peril.
OVERALL 94%

ELEMENTAL MASTER
A technically superb shoot 'em up which combines excellent graphics and superb sound to make it an audio/visual treat. The gameplay is very enjoyable, but the problem is that there are five levels, and they're not that difficult to beat.
OVERALL 78%

EL VIENTO
A tough 'n' challenging platform game which doesn't look particularly hot, but is surprisingly addictive and keeps you playing for ages.
OVERALL 80%

EMPIRE OF STEEL
An excellent horizontally scrolling shoot 'em up boasting superb graphics and great blasting action. Unfortunately, the game is ruined by the absurd difficulty level. You should be able to finish the game on your first sitting. The game is also known as Steel Empire as a Japanese grey import.
OVERALL 70%

ESWAT
ESWAT is a super-slick platform shoot 'em up that simply oozes quality. The parallax scrolling backdrops and sprites are excellent, and the sound is great. Combine those with challenging and highly addictive gameplay and you've got a game that's a must for your collection.
OVERALL 92%

EURO CLUB SOCCER
Megadrive soccer games have a history to being quite sad and this effort does little to address the situation. Although the graphics and sound are very good, the gameplay is let down by low player intelligence, wonky collision detection and awkward controls. As the (very) old saying goes, "try before you buy!".
OVERALL 69%

EVANDER HOLYFIELD "REAL DEAL" BOXING
What looks like a decent enough boxing game is in actual fact a small, boring, jerky sports sim with rubbish animation. There are loads of options, but the game is just too dull to be worthwhile. The £49.99 price tag helps matters none either.
OVERALL 52%

F-22
This fighter combat simulation is truly superb. Packed with options and features, there are over 100 missions to test even the most elite of pilots - and a mission generator so you can create your own! An absolute must for anyone who's ever wished to fly a fighter bomber!
OVERALL 93%

FAERY TALE ADVENTURE
A dull role-playing game which lacks action and atmosphere. There are plenty of better games of this type, so look elsewhere.
OVERALL 49%

FANTASIA
This sequel to Mickey Mouse was keenly anticipated, but turned out to be a massive disappointment. The graphics are excellent, but sadly naff sound and poorly designed, bland and frustrating gameplay result in a game that has very little appeal. A Mickey Mouse game in the wrong sense of the word.
OVERALL 49%

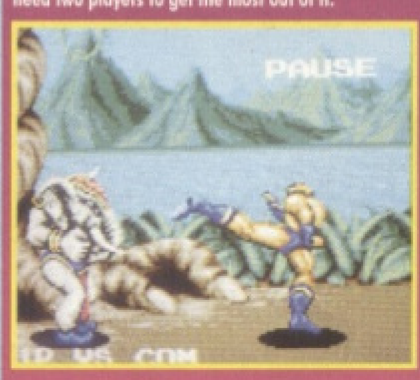
FASTEST ONE
This split screen one or two-player racing game completely fails to deliver. Crap graphics, sound and playability and utterly tedious action result in the worst Megadrive racing game by far. Steer well clear.
OVERALL 29%

FATAL LABYRINTH
This cross between a scrolling beat 'em up and a role-playing game fails to deliver in both categories. The RPG aspect is dull and limited and the slow, boring action fails to offer any thrills and spills.
OVERALL 51%

FATAL REWIND
Better known as Killing Game Show, this is a very fast and furious platform game where memorising the screen layout is the key to success. Some may find its high difficulty level just too frustrating, but if you're after a challenge, this is where to be.
OVERALL 83%

FERRARI GRAND PRIX CHALLENGE
Well presented, with some skillful option, Ferrari is unfortunately marred by the fact that the actual game is extremely sad. The 3D update is awful and the gameplay terminally dull. Don't buy this.
OVERALL 45%

FIGHTING MASTER
Limited with one-player, but superb in two-player mode, this beat 'em up allows the players to select one of twelve different characters and beat the cack out of each other. It's a really fun game and is highly recommended - but do bear in mind that you do need two players to get the most out of it.



OVERALL 81%

FIRE MUSTANG
This P-47 clone is quite good fun to play at first, but the trouble is that there simply isn't anything new on offer and after a few sessions it all becomes dull and predictable.
OVERALL 59%

FIRE SHARK
Also known as Tora! Tora! Tora!, this is the latest from vertically scrolling shoot 'em up specialists Toaplan (authors of Truxton and Flying Shark). Although it's great fun, suffers from being too easy to complete. Perhaps one for the novices?
OVERALL 59%

FLICKY
This conversion of the ancient coin-op looks crap, sounds crap and plays... brilliantly! It's very simplistic, but for some reason the action is incredibly enjoyable and addictive. Check it out!
OVERALL 88%

FINAL BLOW/JAMES "BUSTER" DOUGLAS CHAMPIONSHIP BOXING
On the positive side, the pair of large boxer sprites are nicely drawn and animated, but the problem is that the boxing moves are limited and there are only four different opponents. It doesn't take long to master the game, and the limited nature of the action doesn't bring you back for more.
OVERALL 69%

FLYING SHARK
Up the screen you go in this vertically scrolling blast, almost, nearly, but not quite a conversion of Taito's successful coin-op. It's an enjoyable blast, featuring decent graphics and sound, but unfortunately suffers from zero originality and low challenge, and once you've played it a couple of times you get those "seen it all before blues".
OVERALL 71%

FORGOTTEN WORLDS
Forgotten Worlds is a good looking one or two-player blast, with plenty of action on offer. Like other Megadrive games, it's easy to finish on the easy level, but offers plenty of challenge on difficult. Check it out if you're into destruction.
OVERALL 82%

GAIRIES
An excellent-looking game, Gairies is by far the toughest horizontally scrolling shoot 'em up available on the Megadrive and is highly recommended to blasting fans who are hankering after a challenge.
OVERALL 84%

GAIN GROUND
A very accurate conversion of an obscure and hopelessly crap arcade game which features the average graphics, rubbish sound and boring gameplay of the original machine.
OVERALL 43%

GALAHAD
An excellent arcade adventure in the mould of Shadow of the Beast, Galahad is blessed with excellent graphics and stomping sound. The gameplay is great too, with plenty to do and loads of levels to conquer. A very lastable Megadrive title.
OVERALL 86%



GALAXY FORCE
A very disappointing conversion of Sega's showpiece coin-op. The 3D effect is poor, the difficulty setting is low and there are only four levels to challenge you. If you want a game of this sort, try Space Harrier II instead.
OVERALL 59%

GAMES:WINTER CHALLENGE
Participate in eight Olympic events (speed skating, downhill, luge, cross country, bobsled, biathlon, giant slalom and ski jump) in this fine winter sports fest. The graphics are a bit patchy, but overall this is a fine game that's highly recommended to sports fans.
OVERALL 85%

GAME INDEX

GHOSTBUSTERS
Featuring humorous cartoon-style graphics - some of the end-of-level ghosts are truly superb - and some excellent tunes, Ghostbusters is a platform game which will keep you amused for some time. If you ain't afraid of no ghosts, try this one out.
OVERALL 82%

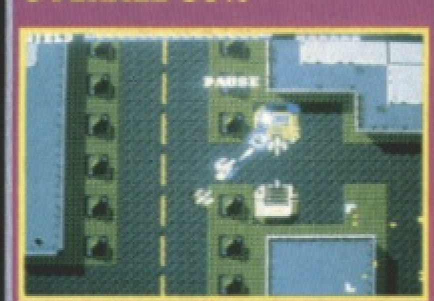
GHOULS 'N' GHOSTS
Ghouls 'n' Ghosts is a stunning conversion on the classic coin-op, combining stunning graphics and sound with very challenging gameplay. It's a truly superb game, and is a must for your Megadrive software library.
OVERALL 93%

GODS
The Bitmap Brothers' classic Amiga game hits the Megadrive in real style. The graphics and sound are truly classy, looking nothing like any other Megadrive title. The gameplay is equally good, boasting excellent puzzling action combined with top-notch blasting. Gods is only available as an import though, so be careful when buying.
OVERALL 89%

GOLDEN AXE
Golden Axe is a perfect replica of the arcade machine which also sports additional features in the form of one-on-one battle options, a mini-mission for beginners as well as extra levels which didn't appear in the arcade version. All together it's one of the best arcade conversions ever seen. A must!
OVERALL 94%

GOLDEN AXE II
What a con! Golden Axe II is almost identical to the original game. It follows the same formula, has virtually no new features and certainly isn't worth the money. Buy the original if you haven't already got it. If you have, look elsewhere for your beat 'em up thrills.
OVERALL 69%

GRENADA X
First impressions of this overhead-scrolling tank-based shoot 'em up aren't very good. The graphics are pretty basic and the sound isn't all that hot. But persevere with it and you'll find yourself getting drawn into the action. It's certainly not a priority purchase, but if you're looking for an original shoot 'em up and have got all the best ones, give this a go.
OVERALL 80%



GRANDSLAM TENNIS
Also known in the US as Jennifer Capriati Tennis, this good-looking sports sim is almost as good as Super Tennis on the Super NES. Great intuitive gameplay is only let down only the slowness of the players.
OVERALL 85%

GREEN DOG
Sega's newest hero stars in a superb looking, but ultimately dull platform game which suffers from a lack of variety and few original features. It's also far too easy, and platform fans should crack it within a day or so.
OVERALL 49%

GREYLANCER
From the same team that brought us the brilliant Gynoug, Greylancer had the potential to be completely mega. Unfortunately, the blasting action is just so dull and unoriginal, you'll be turned off the game extremely quickly. Boo!
OVERALL 48%

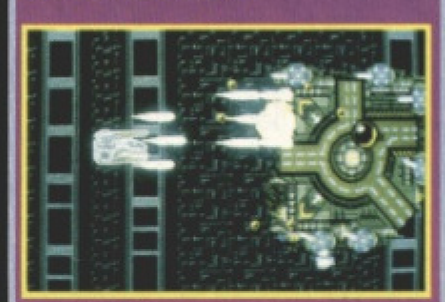
GYNOUG
Known in the US as Wings of Wor, this is one of the finest horizontally scrolling blasters available on the Megadrive. The gory, ghoulish graphics are outstanding, the sound is excellent and the tough and challenging gameplay is extremely addictive. A must for blasting fans.
OVERALL 92%

HARD DRIVIN'
The arcade game was fun, which is more than can be said for this conversion. Suspect handling, poor gameplay and unrealistic 3D update conspire together to make this a yawnsome experience. Add in the low, low difficulty level and you've got a veritable Robin Reliant of a race game.
OVERALL 51%

HARDBALL
A decent baseball game which doesn't have enough novel or interesting features to make it appeal to anyone other than real fans of the sport.
OVERALL 75%

HEAVY UNIT
Another horizontally scrolling blast, but this one is made more remarkable than most thanks to great graphics and tough, but addictive gameplay. If you're a blastaholic, check it out.
OVERALL 85%

HELLFIRE
Featuring novel four-way selectable firepower and power-up weapons, this is a slick and very good looking blaster which oozes playability. It's tough, with six long, long levels packed full of the meanies enemy ships alien money can buy, and some mean end-of-level baddies. There are plenty of surprises in store too, especially on the final level. If you're a shoot 'em up fan looking for a challenge, check out Hellfire - it might not looks as good as Thunderforce III, but it's simply a much better game.
OVERALL 93%



HERZOG ZWEI
A weird title for a weird game. Herzog Zwei is a sort of strategy shoot 'em up in which one or two players attempt to defeat opposing enemy forces by strategically positioning their own armoured divisions. Rather short on action, but an interesting title for the thinkers amongst us which would be more suitable for the tacticians, rather than arcade players.
OVERALL 76%

HOME ALONE
This is a very strange game. Guide Kevin (aka Macaulay Culkin) around the district on his snow sled, protecting each house by setting up traps for the unwary burglars. Home Alone is certainly a different game, but it's dull, slow and very repetitive. Not recommended at all.
OVERALL 43%

INSECTOR X
The game is fun at first - and the slick graphics and decent sound certainly add a little to the excitement - but none of the power-up weapons are particularly exciting, and the action has very little in the way of original features. There are plenty of better shoot 'em ups than this, and punters are advised to check out Hellfire and Thunderforce III before making a purchasing decision.
OVERALL 74%

JAMES BOND 007: THE DUEL
Similar in concept to Alien 3, it's your job to guide James Bond around the scrolling platform environment resucing ladies and doing battle with assorted shadow guards and major Bond meanies (like Baron Samedi, Oddjob and Mayday!). The problem here is a very frustrating lack of response and not a lot of variety between the levels. Out of the two games, Alien 3 is the more appealing buy.
OVERALL 66%

JAMES POND
A cute and entertaining twelve-level aquatic platform game which provides plenty of fun. There are lots of hidden levels, and ardent platform addicts will definitely enjoy the action.
OVERALL 77%

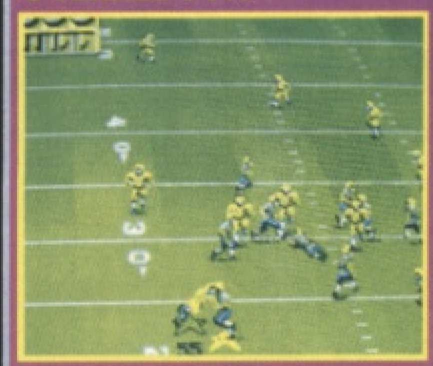
JEWEL MASTER
A fairly standard platform game which despite a few original features has neither the challenge or addiction to keep you entertained for more than a few sessions.
OVERALL 55%

JOE MONTANA'S FOOTBALL
A pretty good football game, but has neither the depth, the options nor the challenge of John Madden's Football. Go for Madden's - or if you're after something different, Joe Montana II.
OVERALL 73%

JOE MONTANA SPORTSTALK FOOTBALL
This is truly a showpiece game. Featuring the most speech ever heard in a home videogame, Joe Montana Sportstalk Football is a very enjoyable American football game which actually gives you a running commentary while you play! John Madden's Football '92 is the best American football game by far, but this is original and different enough to still be a very worthy purchase.
OVERALL 83%

JOHN MADDEN'S FOOTBALL
Using stunning state-of-the-art 3D graphics and unbelievable sound, this is one of the finest sports games ever seen. Easy-to-operate drop-down menus are used to dictate play, and the control pad is used intelligently to allow an incredible amount of different moves, including running, passing, diving, spinning and head-butting. With its two-player option, and multiple modes of play, this is a game which will keep you entertained for months.
OVERALL 94%

JOHN MADDEN'S FOOTBALL '92
Featuring new teams, higher difficulty level and plenty of gameplay tweaks, this sequel does the impossible and improves upon the original to become the best Megadrive game yet seen! An essential purchase.
OVERALL 96%



JORDAN VS BIRD
Don't be fooled by the star names. This isn't basketball - it's a cut-down one-on-one version. To its credit it has many options to tweak with, but this doesn't stop the game from being dull and boring to play, with very little in the way of fun offered. Avoid.
OVERALL 40%

KID CHAMELEON
A nice-looking platform game which combines elements of Mario and Sonic and some of its own neat touches to great effect. The only problem is that its too easy, and platform fans should be able to complete it quickly. Novices should revel in its action, though.
OVERALL 78%

KING'S BOUNTY
A fairly complex, non-action oriented role-playing game which should appeal to fans of the genre.
OVERALL 71%

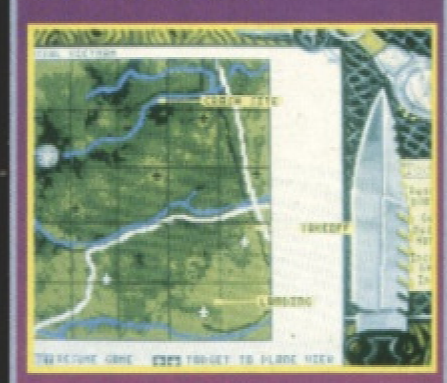
KLAX
Beware! The Japanese import version of this isn't particularly good due to a vague and imprecise control method. American and official versions have that problem cured and are much better. Fans of the original coin-op and puzzle game players in general are recommended to try it out.
OVERALL 85%

KRUSTY'S SUPER FUNHOUSE
Krusty's got a problem. His TV Funhouse has been infested with rats and he's got to get rid of them - NOW! This is sort of like Lemmings in reverse, the object being to guide thick creatures to their doom rather than rescue them. The graphics are skill, the sound cool and the gameplay highly addictive. Go get it!
OVERALL 90%

LAKERS Vs CELTICS
An excellent all round sports simulation which combines superb playability with realistic gameplay to provide an addictive challenge that even non-basketball fans will enjoy.
OVERALL 89%

LAST BATTLE
Amongst one of the first Megadrive games to appear, this is a failure on two counts:it neither shows off any of the Megadrive's capabilities nor is an enjoyable game in its own right. Do yourself a favour, and plug this into anything but your Sega.
OVERALL 32%

LHX ATTACK CHOPPER
A truly involved Megadrive flight sim from the people who brought you F-22 Interceptor. This isn't as exciting as F-22 in terms of dogfighting excitement, but it's a whole lot better both as strategy game and as flight sim. Highly recommended.
OVERALL 89%



M1 ABRAM'S TANK
A thoroughly enjoyable simulation which features eight missions to test the skills of a budding tank commander.
OVERALL 81%

MARBLE MADNESS
A perfect conversion of the classic arcade game in which one or two players guide a marble over six wacky landscapes. It doesn't take long to complete, but it's such fun you still keep going back to beat your record scores.
OVERALL 88%

MARIO LEMIEUX HOCKEY
A decent ice hockey game that's completely overshadowed by the far, far superior EA Ice Hockey. Try that one first and this one second.
OVERALL 76%

MEGATRAX
A very disappointing version of the enjoyable quad-bike racing coin-op. Although it has simultaneous two-player action, the naff graphics and bland gameplay fail to spark any excitement at all. Avoid it.
OVERALL 33%

MERCS
An excellent up-the-screen action shooter in which you guide a lone commando against hordes of enemy soldiers. There are two games in this cartridge, one a stunning conversion of the coin-op and the other a completely new Mercs game with seven never-before-seen levels. A must for blasting fans.
OVERALL 88%

MICKEY MOUSE IN THE CASTLE OF ILLUSION
One of the best Megadrive platform games around, combining superlative graphics and excellent gameplay to provide an addictive and thoroughly enjoyable challenge.
OVERALL 93%

GAME INDEX

MIDNIGHT RESISTANCE
A very faithful coin-op conversion which packs all the looks, sounds and levels of the original machine. On the lowest setting the challenge is lacking, but stick it on hard and you should have a great time!
OVERALL 85%

MIGHT AND MAGIC
An extremely good menu/text-driven RPG which should keep purists scratching their craniums for months.
OVERALL 81%

MIKE DITKA'S POWER FOOTBALL
A cross between Joe Montana Football and John Madden's Football, but not as good as either.
OVERALL 72%

MOONWALKER
With its excellent graphics, thumping soundtrack (including such hits as Beat It, Billie Jean and Bad) and sampled speech (with all your favourite Jackson moves and oohs), this is a very addictive platform game which will have you tapping your feet while you play. Forget the fact that this has the cred-damaging Michael Jackson face on the cover, and just enjoy the action.
OVERALL 85%



MUSHA
Uneven graphics and the easy difficulty level make this a rather dull up-the-screen shoot 'em up which we can only recommend to novices.
OVERALL 71%

MYSTIC DEFENDER
Originally imported as Kujaku II, this Ghouls 'n' Ghosts clone lacks the oomph to keep you coming back for more.
OVERALL 63%

NEW ZEALAND STORY
New Zealand Story might look as cute as a litter of kittens, but it's tough and challenging, with different screens from the arcade version to make life difficult even for coin-op experts. Highly recommended.
OVERALL 89%

NHLPA HOCKEY
Basically this is EA hockey with a few knobs on. To be honest, the original game is simpler and better! It's cheaper too!
OVERALL 90%

OLYMPIC GOLD
Olympic Gold proffers the player a measly six Olympic events. These are Hammer, Pole Vault, Diving, 100m Sprint, Swimming and 110m Hurdles. While it's fun and very polished, there's not much in the game to keep you coming back and surprisingly, there's no simultaneous two-player mode! It's also a case of there being little in the way of originality. You've just seen it all before.
OVERALL 70%

OUTRUN
This conversion of the classic coin-op simply doesn't do it justice. The graphics and sound are okay, but it's the gameplay where it falls flat - it's so easy even a complete dumbo can complete it within a couple of goes.
OVERALL 69%

PACMANIA
Pac's back in this forced perspective dot-gobblin' extravaganza! A very simple game concept which still provides plenty of enjoyment even after a decade!
OVERALL 86%

PAPERBOY
Looks nigh on perfect, but this conversion is sadly flawed in the gameplay department - the bike doesn't handle well and the collision detection is all over the shop. With more rigorous playtesting this could have been a winner. As it stands its fun is marred by its foibles.
OVERALL 72%

PGA TOUR GOLF
Simply the best golf game available on any system. Superb gameplay, a tough challenge, multi-player options, battery-backed RAM and loads of courses make this a sports simulation not to miss.
OVERALL 93%

PHANTASY STAR II
There's certainly a big challenge in store in this massive menu-driven adventure, but to be honest, Phantasy Star II is more suited to pure RPG fans who like to use their brains rather than their joysticks. Arcade fans will soon become bored due to the lack of immediate action.
OVERALL 78%



PHANTASY STAR III
Another enormous role-playing game, but this one has far more depth and variety than its predecessor. It's by far the best RPG on the Megadrive, but the real bummer is that it costs a massive £60.00! Eeek!
OVERALL 89%

PHELIOS
Phelios is certainly not the greatest vertically scrolling Megadrive blaster around, but it has enough original features to keep you entertained for a while at least - even though it has crap graphics.
OVERALL 77%

PITFIGHTER
Take control of a kick boxer, wrestler or kung-fu expert and enter the pit to fight all manner of 'orrible street hoodlums. The graphics are a bit poor in places, but this conversion successfully captures the spirit of the coin-op and should appeal greatly to beat 'em up fans.
OVERALL 81%

POPULOUS
Ever wanted to play God? Of course you have. And now here's your opportunity, courtesy of this stunning Electronic Arts. With super graphics and 500 different levels, Populous is both highly original and amazingly addictive. Once you start playing, it's very difficult to stop. With a constant challenge on offer, Populous is a game which you will return to time and time again.
OVERALL 91%

RAIDEN TRAD
A vertically scrolling blaster which doesn't have much going for it in the way of originality, but provides a stiff and enjoyable challenge for those who haven't tired of the genre.
OVERALL 79%

RAINBOW ISLANDS
Save the vertical scrolling platform levels of the Rainbow Islands in this conversion of the Taito coin-op. Virtually arcade perfect (both arcade versions, normal and super have been included) with only flickery sprites letting the side down, Rainbow Islands is a rewarding, playable platform game.
OVERALL 86%

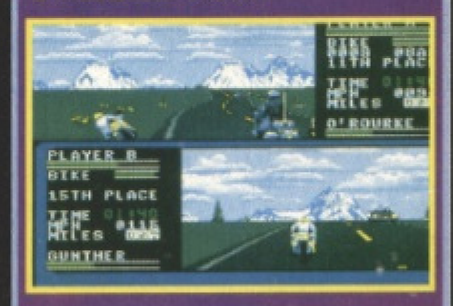
RAMBO III
In typical Rambo style, the object of this multidirectionally scrolling shoot 'em up is to infiltrate five different enemy zones and destroy everything and anything silly enough to step in your way. With great graphics and thumping good sound, Rambo certainly backs a punch.
OVERALL 87%

REVENGE OF SHINOBI
This is a slick, superb looking, great sounding and incredibly playable platform game in which you guide hero Shinobi on a solo infiltration deep into enemy territory. The gameplay is beautifully balanced so you seem to get just a little bit further with every game. The game itself is huge, spread over 20 different and very long sub-levels, making this challenging even to the most skillful of players. If you're a platform game fan, this is an essential purchase.
OVERALL 94%

RINGS OF POWER
EA have tried to inject new life into the RPG formula, but have sadly ended up with a vacuous zombie of a game. It looks alright on the surface, but get deeper and there's nothing there to provide intellectual stimulation.
OVERALL 41%

ROAD RASH
Take your high-powered bike into the Road Rash tournaments, a series of races where the objective is to travel the Super Hang-On-style roadways indulging in violent acts with other "Rashers". Lots of races, lots of bikes to ride, and plenty of thrills 'n' spills make Road Rash the best racer on the Megadrive!
OVERALL 92%

ROAD RASH II
This game plays much the same as the original Road Rash, but crams in more bikes, more weapons and even more dangerous races! What's more, there's also a brilliant split-screen two-player mode to liven up the proceedings. If you own Road Rash, there's not much point buying this - it's more of an update. However, if you're after the greatest Megadrive road racer, look no further.
OVERALL 93%



ROBOCOD
One of the finest platform games on the Megadrive, featuring absolutely superlative graphics, splendid sound and wonderful gameplay as you guide the piscine hero against the robotic hordes of Doctor Maybe. Stick it on the top of your shopping list.
OVERALL 95%

ROLLING THUNDER II
An enjoyable platform-based shoot 'em up romp on the arcade game of the same name. With two-player action, a tough challenge and a neat password system, this is well worth checking out.
OVERALL 85%

SAINT SWORD
Saint Sword offers platform-based slash 'em up frivolity, as our hero penetrates enemy territory in search of the evil wizard, Gorgan. This Rastan-like game could have done with better graphics and sound, but as it stands, Saint Sword is a fairly playable effort.
OVERALL 72%

SHADOW DANCER
Joe Mushashi's back for some more ninjitsu-related platform action in this follow-up to Revenge of Shinobi. Graphics, sound and playability are all inferior to Revenge, so smart cookies should check that one out for the ultimate ninja game.
OVERALL 59%

SHADOW OF THE BEAST
A slow but enjoyable platform game whose onus is more on exploration and puzzle-solving than any sort of combat. The rather plodding action means that this isn't for everyone, so look before you leap into your wallet.
OVERALL 82%

SHINING IN THE DARKNESS
A role-playing game with excellent graphics and a brilliant window system, Shining in the Darkness is recommended to RPG buffs. Watch out though for irritating combat, reliant on luck rather than the player's skill.
OVERALL 72%

SIDE POCKET
This overhead-view Pool simulation is a decent enough simulation of the American version of the sport. However, the ball movement seems to be a tad unbelievable at times and the game does grow quite dull in one-player mode. However, in the office, Side Pocket turned into quite a popular game - in two-player mode. Pulling off a jammy shot in front of your mates is an excellent laugh! If you're into the sport, and have no shortage of human opponents, give it a try.
OVERALL 75%

SLIME WORLD
An entertaining enough platform game that casts one or two players as intergalactic cleaners, out to clear the eponymous Slime World of gems and other valuable items. The controls are cumbersome, the audio/visuals dull, but the game has plenty to do and is quite fun in two-player mode.
OVERALL 70%

SMASH TV
A decent conversion which suffers from poor controls and slightly dodgy collision detection. Die-hard Smash TV fans should enjoy the action, but others won't find the blasting action particiularly addictive.
OVERALL 72%

SOKO BAN
This strange puzzle game involves the player moving boxes around store rooms. It doesn't sound exciting, and indeed it isn't, but the action is absorbing nonetheless, and puzzle fans should relish the considerable challenge.
OVERALL 78%

SONIC THE HEDGEHOG
Sega's hyped-beyond-belief character stars in a game inspired by Nintendo's Mario platform game series. It's very addictive with brilliant graphics and speed. However, the gameplay is frustrating at times and experienced gamers should have this one licked within days.
OVERALL 90%

SONIC THE HEDGEHOG II
Sonic's back in his greatest adventure yet! Take the best graphics you can imagine, add some funky soundtracks, mix well with fast and highly playable gameplay and you have the best platform game for the Megadrive! Luckily, most of the faults of the original seem to have been rectified, especially the difficulty level. The split-screen two-player mode adds a few laughs too. An essential buy.
OVERALL 96%

SPACE HARRIER II
Take off and battle aliens who've invaded 12 zones of the beautiful Fantasy Zone in this 3D shoot 'em up. The 3D is very fast and smooth, and indeed the whole game looks amazing. However, the gameplay gets pretty dull after a while due to the lack of variety. For fans of the coin-op only.
OVERALL 76%

SPEEDBALL II
A rough 'n' tough futuresport simulation in which you guide a team of psychos into battle against other similar groups of marauding nutters. With loads of options, a league system, excellent two-player option and decent one-player challenge, this is one that sports fans should look up as soon as possible.
OVERALL 88%



SPIDER-MAN
Marvel's web-slinging hero hits the Megadrive in style, with excellent comic-like backdrops and sprites with great gameplay. With plenty to see and do, Spider-Man should appeal to anyone after an excellent, challenging platform game.
OVERALL 91%



BRITAIN'S NUMBER ONE NINTENDO MAGAZINE.

AND THATS OFFICIAL

SPLATTERHOUSE II
A reasonable enough adaptation of the gruesome (?) Namco coin-op, this horizontally scrolling beat 'em up fails because the controls are sluggish, making the gameplay very frustrating.

OVERALL 73%

STAR CONTROL
Two space empires battle it out for supremacy in this awesome rendition of the arcade classic, Space Wars (albeit with extra strategy bits thrown in). A bit dull in one-player mode, but the highly entertaining two-player version more than makes up for it.

OVERALL 90%

STAR FLIGHT
Like Buck Rogers, this looks like a boring load of old RPG toss, but it's not. It's a massive, highly involved and thoroughly enjoyable space flight/exploration/RPG-style game. It might not sound or look like fun, but give it a go - you'll be surprised as to just how brilliant the game is (and it keeps you playing for weeks and weeks, rather than a few days like most arcade games do).

OVERALL 94%

STORMLORD
Ghouls 'n' Ghosts-style platform action in this Amiga conversion. Unfortunately, the playability's cursed with unforgiving collision detection and a very high frustration level. Put bluntly, even the Spectrum version beats this hands down in the playability department.

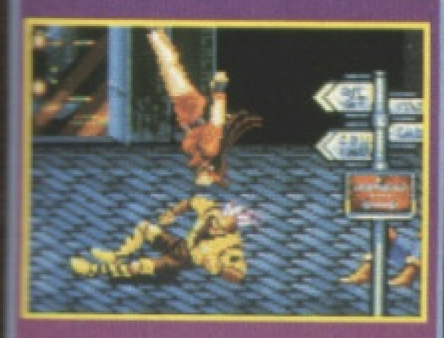
OVERALL 57%

STREET SMART
A dreadful beat 'em up debacle, Street Smart starts off well with decent sprites and backdrops. However start the game proper and you'll discover that the gameplay is a complete joke with repetitive attack moves and no challenge whatsoever. Get Streets of Rage instead.

OVERALL 55%

STREETS OF RAGE
Yes! The Megadrive needed a fabulous beat 'em up, and Streets of Rage more than delivers. With excellent sprites, backdrops and brilliant music, Streets of Rage is initially very appealing. Add in great gameplay and simultaneous two-player action and you've got an essential buy.

OVERALL 92%



STRIDER
The graphics and sound are nigh on arcade-perfect, and packing a considerable challenge, Strider is a truly superlative coin-op conversion which will appeal to any arcade fan - and its multiple difficulty levels means that it won't become boring quickly.

OVERALL 91%

SUPER HANG-ON
Converted from the Sega coin-op, this is an excellent copy and has all the features of the original machine plus an extra challenge game thrown in for good measure! The graphics and sound are both excellent, and with playability to match, this is a race game that no Megadrive owner should be without, especially with its new £19.99 price tag.

OVERALL 89%

SUPER HIGH IMPACT
This is an accurate enough conversion of the original American Football coin-op, but the problem is that the concept is just complete cack and fails to match the Madden series in any way whatsoever. Doh!

OVERALL 39%

SUPER HYDLIDE
This is a potentially excellent role-playing game, let down by the fact that the graphics are rubbish and the game is near impossible to get into. Sword of Vermilion, Buck Rogers or Phantasy Star III are far more worthy buys.

OVERALL 40%

SUPER LEAGUE BASEBALL
The graphics and sound are both very good, with nicely animated batters and pitchers, and plenty of atmospheric spot effects. The game plays a challenging version of baseball, with tough computer opponents and a two-player option for head-to-head laughs and laffs.

OVERALL 80%

SUPER MONACO GP
This incredible race game is not only a superb conversion of the brilliant coin-op but also features a full extra game in which you race top drivers around eighteen different Grand Prix circuits. It's a thrilling race game, with fast and effective 3D and great gameplay. It's incredibly addictive and has loads of lasting appeal, with a password system to let you have an ongoing Grand Prix campaign. If you're a speed nut, make sure you get this.

OVERALL 94%

SUPER MONACO GP II
This follow-up to one of the best Megadrive games ever is surprising in that it is so very similar. The only differences are in the range of new options, including a one-on-one race with Ayrton Senna and an Ayrton Senna advice corner. It's better than the first game, but if you already own that, there's no point buying this.

OVERALL 87%

SUPER OFF-ROAD
Based on the Leland coin-op, this one or two-player single screen racer is quite a laugh. Highly polished and very playable, it's a must for people after a decent Super Sprint style game.

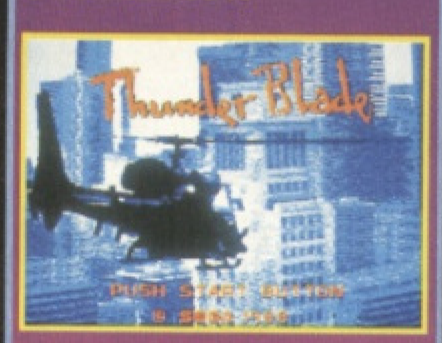
OVERALL 83%

SUPER REAL BASKETBALL
The computer isn't difficult to beat once you've got used to the comprehensive control method, but the inclusion of the thoroughly enjoyable two-player option means that as long as a second player is around, you can go back to it time and time again. With excellent graphics - the animation on the players is particularly good - and plenty of different gameplay options, this is bound to go down well with basketball fans everywhere.

OVERALL 81%

SUPER THUNDERBLADE
This was one of the first ever Megadrive games, and three years ago it looked pretty good. However, compared with other offerings, the jerky 3D and sluggish control methods makes this game look rough around the edges.

OVERALL 69%



SUPER VOLLEYBALL
Although it looks good, the rather fiddly and irritating control method means that only the most ardent of volleyball fans will be willing to persevere with this.

OVERALL 61%

SUPREME COURT BASKETBALL
A fairly decent isometrical 3D scrolling basketball game with polished graphics and sound, Supreme Court Basketball is let down by a real lack of excitement and problems with the logic of your other players. Take a look at Bulls vs Lakers.

OVERALL 78%

SWORD OF SODAN
Although Sword of Sodan's big sprites look impressive, the poor animation and pedestrian playability results in a game that will only appeal to people who like their action sl-o-o-w.

OVERALL 55%

SWORD OF VERMILION
Put simply, this is probably the best RPG on the Megadrive. A gripping plot combined with user-friendly controls and great presentation make for an RPG that even a die-hard laser brain should thoroughly enjoy.

OVERALL 87%

TALMIT'S ADVENTURES
A huge, sprawling platform game with loads of levels. Although original features are few and far between, it's a playable, fun game which should appeal to fans of the genre. Look out for the game under its Japanese pseudonym, Marvel Land.

OVERALL 83%

TAZ-MANIA
A brilliant interpretation of the cartoon character, Taz-Mania is blessed with some of the best graphics seen on the Megadrive - capturing the spirit of the character perfectly. It's great fun all the way, spoiled only by the difficulty (or rather the lack of it). When will Sega start making their games harder?

OVERALL 81%

TECHNOCOP
There are two sections to each mission in this rancid Razorsoft game. The first part of the game involves chasing criminals along a poorly-defined 3D road, while the second part is a sad scrolling effort when Technocop blasts his suspect out of all the known dimensions. Boring in the extreme, Technocop should never be part of anyone's cartridge collection.

OVERALL 49%

TECMO WORLD CUP
A disappointing, uninspiring and simplistic game of football based on Tecmo's moderately successful coin-op. The main problem is that the game is very easy to beat - even on the top difficulty setting! The poor graphics and sounds are two more own goals, and the final result is a game that you won't be over the moon with.

OVERALL 47%

THE TERMINATOR
Based on one of the most popular films of the '80s, the Terminator would be a brilliant scroll-along platform game where it not for one thing. The game is just to easy to complete. Every difficulty setting presents no challenge whatsoever, making The Terminator a very short (albeit sweet) experience.

OVERALL 43%

TEST DRIVE II:THE DUEL
An accurate simulation of driving three of the fastest sports cars in the world has loads of potential. Unfortunately, this game flushes it down the toilet with its combination of crappy graphics, nauseating sound, ropey collision detection and awkward controls.

OVERALL 57%

THUNDERFORCE II
Overshadowed by its successor, but nevertheless a robust shoot 'em up with plenty of thrills 'n' spills, this blaster has action set over nine different horizontally and overhead scrolling levels packed to the gills with enemy ships and huge (and we mean huge) end-of-level guardians. Recommended to blasting fans.

OVERALL 81%

THUNDERFORCE III
The Rynex fighter is back in a six-level graphical tour-de-force. The graphics are truly marvellous, with parallax-scrolling backdrops and some great sprites. The sound isn't bad, either. Put those together with the great gameplay and you've got a superb shoot 'em up which is highly recommended.

OVERALL 89%



THUNDERFORCE IV
The follow-up to one of the greatest Megadrive blasts is just as good as its predecessor, with more worlds to explore and even more spectacular graphics. The gameplay though, doesn't actually seem that different from the last Thunderforce outing though...

OVERALL 89%

TOEJAM AND EARL
A completely bizarre one or simultaneous two-player arcade adventure that's absolutely jam-packed with humorous touches - both visual and aural. The game is very laid back, and the emphasis is on exploration rather than rushing about. Thoroughly enjoyable, thoroughly weird and thoroughly worth checking out.

OVERALL 87%

TOKI
The arcade game was brill, but the programmers have managed to ruin this conversion by completely changing the maps and screen layout around. The end result is a plodding, very easy, occasionally frustrating platform game which only demented baboons will enjoy.

OVERALL 47%

TONGUE OF THE FATMAN
The graphics and animation of this one-on-one beat 'em up are utterly superb. However, these are let down by the gameplay, which is far too easy. Check it out by all means - if just to see the graphics - but play before you buy.

OVERALL 71%

TRUXTON
Although original features are distinctly lacking in this vertically scrolling arcade conversion (which incidentally is also known as Tatsujin), it's a good, solid blast which offers plenty of action, speed and excitement.

OVERALL 82%

TURBO OUTRUN



Apart from being a titchy bit harder than Outrun (not difficult since that game was as difficult as poking a hole through wet bog roll), every other aspect of this sad shambling mockery of the classic arcade game is miles worse. A grand disappointment of the highest order.

OVERALL 42%

TURRICAN
A fairly enjoyable platform/shooting game which has one flaw - it starts out fairly tricky, but gets easier the further you go!

OVERALL 73%

TWIN HAWK
Yet more Megadrive vertically scrolling malarkey, with the usual assortment of power-ups and end-of-level bosses. Twin Hawk is very average indeed, adding nothing to an already overtired genre.

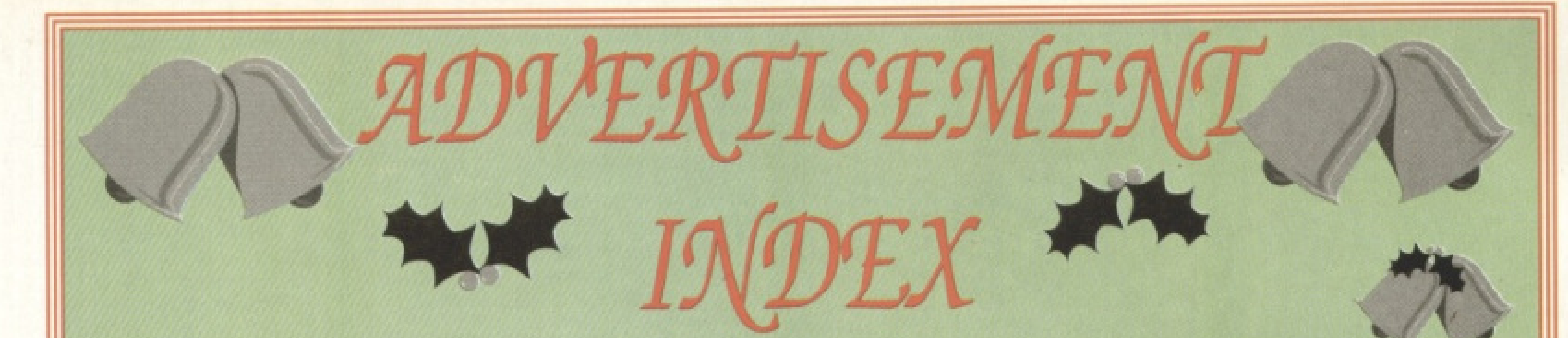
OVERALL 60%

TWINKLE TALE
This game is an excellent scroll-along shoot 'em up, reminiscent of the decent Elemental Master (reviewed elsewhere). It's got an excellent graphical style with fast and furious action. The only problem is that you can get really far into the game with no real effort. Luckily it does get tougher later on. Blasting fans should take a look.

OVERALL 88%

TWISTED FLIPPER
A good pinball simulation all right, Twisted Flipper is let down by the fact that the gameplay is just a bit too repetitive. For the ultimate in pinball excitement, check out Dragon's Fury/Devil Crash.

OVERALL 74%


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GAME INDEX

TWO CRUDE DUDES
An enjoyable horizontally scrolling one or two-player beat 'em up marred slightly by rough graphics and repetitive play. Fans of the coin-op will love it, otherwise try before you buy.
OVERALL 79%

ULTIMATE TIGER
Yet another vertically scrolling shooting game, Ultimate Tiger is a pretty decent conversion of the ageing coin-op. Although completely unoriginal, Ultimate Tiger is still quite playable and well worth a look.
OVERALL 81%

VAPOR TRAIL
Another vertically scrolling shoot 'em up? You bet! Vapor Trail is another average effort with decent graphics, exceptional sound but rather lacking in the challenge department. One for die-hard blasting fans to have a look at.
OVERALL 70%

VERYTEX
Would you believe it? ANOTHER vertically scrolling blaster! For Verytex, read Very Average. Unexceptional graphics coupled with dull gameplay make Verytex very boring very quickly.
OVERALL 73%

WARDNER
Wardner was a minor coin-op hit, and this Megadrive conversion is pretty creditable. It's standard platform fare - dodge the traps and blast the meanies and massive bosses. Wardner is pretty playable, but infinite continues make it pretty simple to complete.
OVERALL 75%

WHERE IN TIME IS CARMEN SANDIEGO?



A decent enough "edu-tainment" title oozing originality. Unfortunately, educational as it may be, the gameplay is very dull indeed, putting you off the game very quickly.
OVERALL 63%

WHIP RUSH
Originality certainly wasn't high on the priority sheet when this very average scrolling shoot 'em up was thought up. To be honest, it's one of the crappiest blasters available - try something like Truxton or Thunderforce III rather than wasting your cash on this.
OVERALL 48%

WONDERBOY III
Tom-Tom's back for some more platform-based scrolling shoot 'em up action. Very average graphics and sound stand hand-in-hand with uneventful, completely unchallenging gameplay. A big disappointment for Wonderboy fans.
OVERALL 47%

WONDERBOY IN MONSTERLAND
Not outstanding in the graphics or sound department, this Wonderboy game more than makes up for its deficiencies with marvellous gameplay, a massive map and plenty of enjoyable brain-teasing puzzles. A must for Wonderboy fans.
OVERALL 88%

WORLD CUP SOCCER
Soccer games are few and far between on the Megadrive, and unfortunately, this is not particularly brilliant and it's very easy to beat the crap computer opponents. Worth checking out if you're really desperate for a football game, but if you're a good gamesplayer don't forget about that low, low difficulty level.
OVERALL 64%

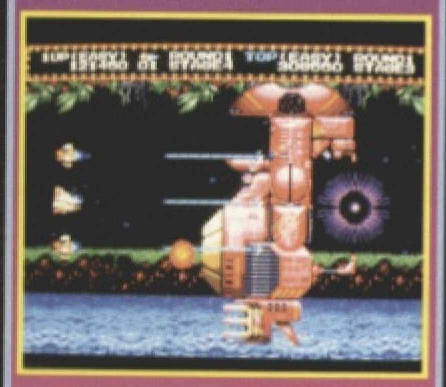
WRESTLE WARS
A topper wrestling game which features plenty of moves, fun gameplay and throws aplenty - the two-player game is particularly fun. If you like grappling sweaty men, make this a priority purchase.
OVERALL 88%

XENON II
A massive success on the Amiga, but not quite so hot by Megadrive standards, this graphically impressive vertically scrolling shoot 'em up has enough neat touches to appeal to hardcore shoot 'em up addicts.
OVERALL 82%

XDR
This horizontally scrolling shoot 'em up looks more like a Master System game than a Megadrive game! It takes but a few goes to become bored, and that's not what Megadrive games are about. We want excitement! Thrills! Spills! And some decent gameplay. Give it a miss and buy something far more exciting.
OVERALL 47%

ZANY GOLF
This is an offbeat "sports" simulation based around that most famous of British seaside resort pastimes, crazy golf. Featuring courses as bizarre as they're tricky, this is a surprisingly addictive little number that just keeps you coming back for more.
OVERALL 80%

ZERO WING
A tough and thoroughly enjoyable scrolling shoot 'em up. There are loads of this type of game on the Megadrive, but alongside Gynoug and Hellfire, this is one of the best.
OVERALL 91%



ZOOM
Reminiscent in many respects of that decade-old arcade classic, Amidar, this painting game requires you to make your way around a grid and fill in each square by painting around the edges. It's quite good fun, and is addictive to boot. However, there isn't much variety, and after a couple of sessions it all starts to get a little bit boring.
OVERALL 45%

GAME GEAR

AX BATTLER
Join Ax Battler in this scrolling RPG romp (very) loosely based on the Golden Axe coin-op. Watch out though! The beat 'em up element is extremely poor and the adventure itself is dull and uninspiring. Playing Ax Battler is a lot like jumping off a cliff - one go is more than enough, and isn't really recommended at all.
OVERALL 39%

COLUMNS
This is a very good Tetris clone. Instead of making horizontal lines, your job here is to create rows of colours with the aid of the falling blocks of crystals. Fast, addictive and very taxing, but yet and at the same time very relaxing. A great buy.
OVERALL 88%

CHASE HQ
Join Raymond and Tony as they speed around in their Porsche ramming criminal cars off the road in this conversion of the popular Taito coin-op. This is a lot faster and playable than the Master System version and is well worth checking out.
OVERALL 87%

DONALD DUCK: THE LUCKY DIME CAPER
Arggghhh! Scrooge McDuck's lucky dime has been half-inched by an evil witch! Pausing only to collect his trusty mallet, Donald Duck gives chase along various horizontally scrolling levels. What we have here is a super platform game that's even more lastable than Sonic the Hedgehog. An essential Game Gear buy!
OVERALL 92%

DRAGON CRYSTAL
Save the world from certain doom in this RPGish adventure exploration game. Although offering nothing significantly new, Dragon Crystal has decent enough graphics, sound and gameplay and should appeal to fans of the genre.
OVERALL 70%

FACTORY PANIC
Known as Hassle Golby in Japan, this game actually casts you as Mikhail Gorbachev, out to feed the starving Soviets by guiding food on conveyor belts towards them. This game is actually quite a laugh, with pretty good graphics and sound. The simplistic nature of the gameplay makes it an addictive and worthwhile game.
OVERALL 82%

FANTASY ZONE
Flying around the bizarre scrolling backdrops shooting the excrement out of everything that moves is the name of the game here. Fantasy Zone is probably one of the best blasters out on the Game Gear at the moment and well worth considering.
OVERALL 84%

GALAGA '91
This is a superlative version of the back-to-basics shoot 'em up, featuring excellent graphics, rumbling sounds and highly addictive blasting gameplay. Recommended for the Game Gear owner who likes a good blaster in his cartridge collection.
OVERALL 85%

G-LOC
Fly around the 3D landscape taking out enemy 'planes and installations in this hand-held conversion of the graphically stunning Sega coin-op. The graphics on G-Loc are okay, but the gameplay is fast and furious and there are plenty of levels to conquer.
OVERALL 82%

HALLEY WARS
Halley Wars puts you right in the thick of it as a space ace pilot, who gets his kicks by flying up the screen in his ship, shooting lots of things. The graphics and sound are both average and the blasting action, although initially appealing, soon wears off.
OVERALL 69%

HEAVYWEIGHT CHAMP
This arcade conversion looks more like Final Blow, than Heavyweight Champ, but that doesn't alter the fact that this game is something of a shambles. The graphics are okay, but the gameplay is so easy and mind-numbingly unexciting that you can't help but think that there are better things to spend £25.00 on.
OVERALL 46%

INDIANA JONES III
Join Indiana Jones as he runs around five levels of platform action, causing aggravation to Nazis in an attempt to locate the holy grail. Graphically, this shows you exactly what the Game Gear is capable of. It's just a shame that it's so hard as this does tend to put you off a bit, but otherwise, this is a pretty fine game.
OVERALL 83%

JOE MONTANA FOOTBALL
Joe Montana has officially endorsed this sideways scrolling American Football game. The graphics are excellent, but the game suffers because there's a lack of depth and excitement. It's also flippin' easy, and even the most retarded games player should have no difficulty dusting this game.
OVERALL 65%

MICKEY MOUSE
Oh no! A crazed witch by the name of Mizrabel has kidnapped Minnie Mouse, Mickey's true love! So Mickey attempts the inevitable rescue bid by travelling through the many scrolling platform levels in the Castle of Illusion. This is excellent, with fab backdrops and awesome gameplay. Another Game Gear winner.
OVERALL 91%

NINJA GAIDEN
Become Ryu the master ninja as he scoots along the horizontally scrolling backdrops, dusting various beings of an evil disposition. This very fast, extremely furious and is only marred by being a tad on the easy side.
OVERALL 86%

OUTRUN
Take the wheel of a Ferrari Testarossa and speed along the 3D roads in an effort to reach the finishing post in the gruelling Outrun race. This has disappointing graphics and warbling sounds, but the real problem is that the game just isn't really that much fun to play.
OVERALL 64%

PACMAN
There's not really much to tell about this one. PacMan is an arcade-perfect conversion of the classic coin-op. If PacMan is your bag, you'll no doubt pee your pants over this one. Others are more likely to have a few goes and then get bored with it pretty quickly.
OVERALL 49%

PENGO
Adopt the heroic mantle of a vengeance-crazed penguin out to crush marauding invaders with big blocks of ice in this decent conversion of the ageing coin-op. Like PacMan, this is simple and quite addictive, but the novelty soon wears off very quickly.
OVERALL 48%

PSYCHIC WORLD
Psychic World is a side-on scrolling game full to the brim with strange and mysterious beings, out to dust your baboon-like posterior. Psychic World is average in every respect, but the chances are that you'll grow bored with it very quickly.
OVERALL 55%

PUTT 'N' PUTTER GOLF
This is quite similar to the Megadrive game, Zany Golf, with its isometric 3D perspective, and it's pretty good fun to play. The problem is that the game is about as easy as picking your nose, and even though there are loads of levels, the game soon grows quite stale.
OVERALL 59%

RASTAN
Run around the scrolling mediaeval backdrops, slashing up enemies with your impressive chopper. The graphics and sound are both okay, but the gameplay is quite repetitive and becomes pretty boring after a surprisingly short time.
OVERALL 58%

SHINOBI
Five levels' worth of scrolling slash 'em up activity await in this Game Gear adaptation of the Sega coin-op. This game has exceptional graphics and sound along with gameplay that brings you back to the Game Gear again and again.
OVERALL 91%

SOLITAIRE POKER
You can't honestly expect superlative graphics or sound here, but what you do get is a no-gimmicks game of poker, which is fine if you like that sort of thing. However, we can't help but think that getting together with some chums and spending a few pence on a deck of cards is a lot cheaper and plenty more fun than playing this.
OVERALL 70%

SONIC THE HEDGEHOG
Sega's blue, spiky hedgehog icon hits the Game Gear in a fast moving platform game with superlative graphics. This is an excellent Game Gear title, stretching its 8-bit technology to the limits. It's fun and addictive too (if a tad easy) and is well worth investing in.
OVERALL 91%

SPIDER-MAN
The Amazing Spider-Man hits the Game Gear in style as he battles the Kingpin, Venom, the Lizard, Doctor Octopus, Electro, Sandman and Hobgoblin

GAME INDEX

over a number of eight-way scrolling stages. This is great fun to play and very challenging to boot. It's a must-buy for all potential web-slingers and indeed anyone after a good platform game.
OVERALL 86%

SPACE HARRIER
Fly around the third person perspective world of the Fantasy Zone, blowing away all manner of strange and weird enemies. This emulates the gameplay of the coin-op pretty well, but the graphics are blocky and uninspiring and the simplistic gameplay grows tedious very quickly.
OVERALL 63%

STREETS OF RAGE
Game Gear Streets of Rage is a graphically stunning product, loking almost exactly the same as the Megadrive game! Although there are only two characters, the scrolling beat 'em up action is just as much fun as ever. There are a couple of niggling points, such as being beaten up immediately after recovering from previous punishment, but otherwise ths is well worth a look. The two-player link mode is cool as wellls
OVERALL 80%



SUPER KICK OFF
This Game Gear conversion of the best soccer game ever is a real winner, with fast, responsive action and exciting ball-handling. With one or two-players, this is nothing short of a hand-held miracle and ranks as the best Game Gear cart money can buy.
OVERALL 96%

SUPER MONACO GP
One or two players can try to satisfy that need for speed by taking part in Super Monaco GP. This conversion isn't very faithful at all to the massive Sega coin-op, but it is mildly diverting for a while. Unfortunately, the action wears thin very quickly and the graphics and sound are rubbish.
OVERALL 58%

WAGAN LAND
This horizontally scrolling platform game is probably the nearest you can get to Mario-style action on a mini screen. It's got excellent graphics and playability, although some players may find it a bit easy.
OVERALL 85%

WONDERBOY
This coin-op conversion remains pretty close to the original arcade machine, with the same brand of cute horizontally scrolling action. The problem with this game is that there isn't much variety between each level in terms of graphical style or gameplay and as such, it grows quite monotonous very quickly.
OVERALL 61%

WOODY POP
Don't be misled by the bizarre title. Woody Pop is a thinly-disguised version of Breakout with all the thrills, spills and indeed the excitement of visiting the toilet. Should Breakout games appeal to you, you'll doubtlessly explode with pleasure on playing this game. Others will see it as the superficial, limp shambles that it is.
OVERALL 33%

WORLD CLASS LEADER-BOARD
This is an excellent third person perspective golfing simulation from US Gold. The graphics are ace, sporting some detailed course graphics and the sound is fab with sarcastic speech taking the Michael at every opportunity. With its four 18-hole courses, there's plenty of game for your money too. An essential buy.
OVERALL 92%

MASTER SYSTEM

ACE OF ACES
Take on the Red Baron in this WW1-based flight sim/shoot 'em up. Actually, you'd better not, because shambling graphics, poor sound and virtually zero playability make Ace of Aces a full-blown loser. Oh dear.
OVERALL 29%

ACTION FIGHTER
Take to the roads and skies in your transforming motorcycle/'plane in Action Fighter - a conversion of Sega's ancient vertically scrolling shoot 'em up. Whilst looking a bit dated, Action Fighter's simple gameplay is still quite addictive, and the colourful graphics and bouncy tunes accompany it well.
OVERALL 84%

AERIAL ASSAULT
Aerial Assault is a horizontally scrolling shoot 'em up in the mould of UN Squadron stacked with power-ups and flaming death. The graphics are quite simple and the sound is unappealing, but Aerial Assault is quite good fun. Be warned however, it won't take long to complete.
OVERALL 82%

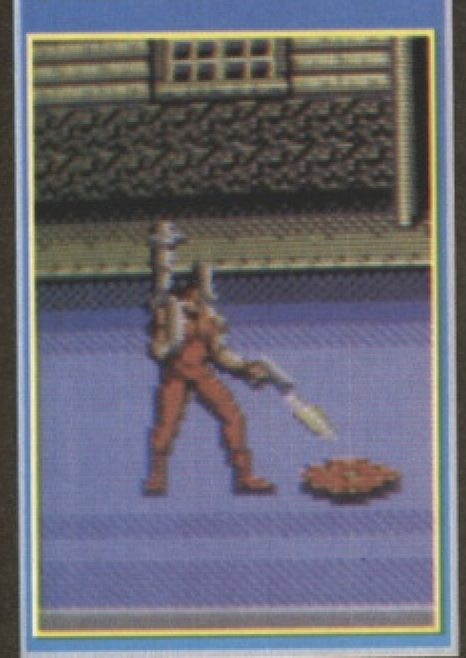
AFTERBURNER
Arcade Afterburner was enjoyable because of its moving cabinet and fab graphics and sound. Sadly, the Master System has none of these, and the basic game itself is really quite dull (and very easy). Only for real coin-op fans.
OVERALL 51%

ALEX KIDD IN MIRACLE WORLD
This is the first in the Alex Kidd series, and it's still one of the best. The blend of platforming and puzzles works well and although the graphics aren't so hot they don't detract from this entertaining platform romp.
OVERALL 86%

ALEX KIDD IN HIGH-TECH WORLD
A continuation of the Alex Kidd saga, this is essentially much of the same - more wacko platform action with loads of bonuses and other bits and bobs. Again, the graphics and sound are really good, but there's nothing that makes this any better than the original.
OVERALL 76%

ALEX KIDD IN SHINOBI WORLD
The latest and greatest Kidd game. Al now has the powers of Ninja magic and must traverse a parody of the Shinobi landscape to rescue his girl. This is a humorous and very playable cart with smart graphics and okay sound. Recommended.
OVERALL 90%

ALEX KIDD AND THE LOST STARS
Once again Alex must don his puzzle solving/platforming trousers to save the day. More cute sprites, general colourfulness, jolly tunes and fun gameplay. Although it's very similar to the other games in the series, Kidd fans should take a look.
OVERALL 80%



ALIEN STORM
You are Gordon the hot-dog man (or his robot assistant) and you must rid the world of an alien menace in this Golden Axe-style game with shoot 'em up overtones. Sadly, the graphics are the best thing about the game are the graphics - and they're crap. Avoid this one.
OVERALL 38%

ALIEN SYNDROME
This gory blaster was a big arcade hit, and on the Sega it's not bad either. The graphics are of a high quality and it's fairly playable, but the poor scrolling makes it difficult to see what's coming at you. This tends to make things a bit hard, so only experienced gamers should go for this one.
OVERALL 73%

AMERICAN BASEBALL
Cor blimey, a baseball game. This one's got good graphics, plenty of options and is pretty fast paced. If it's baseball you're after, this is the cart for you.
OVERALL 74%

AMERICAN PRO FOOT-BALL
Although this has been out for a while now, it's still the best American Football game on the Sega. The graphics are great, the sound is good, there's lots to do, it's pretty challenging and very playable indeed. Certainly one for the collection.
OVERALL 95%

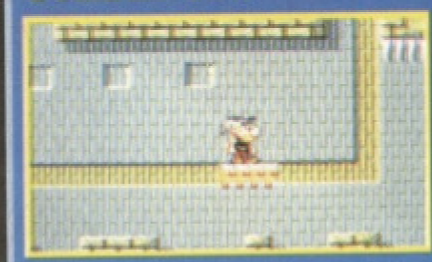
ARCADE SMASH HITS
This is potentially a great game. Missile Command, Breakout, and Centipede are converted onto the Master System and bundled together on one cartridge. The only problem is, Missile Command is the only half-way decent game out of the lot of them and none of them at all are accurate conversions of the original. A wasted opportunity.
OVERALL:OVERALL 51%

ASSAULT CITY
It's Op Wolf time with Assault City. Shoot those robots to make the world a better place. Assault City's graphics are quite jolly, and the game is fun, although somewhat easy. One for non-light phaser owning Operation Wolf fans.
OVERALL 70%

ASTERIX
Take the mantle of both Asterix and Obelix in this new platform adventure. The graphics are great, the sound's not so bad and it's pretty playable. Unfortunately, there are a few instant-death frustrations and pointless infinite continues. Still, overall it's a pretty good game.
OVERALL 80%

ASTRO WARRIOR/PIT-POT
A very old cart, this, but it's still not bad. Astro Warrior is a decent enough up-screen blaster and Pit Pot is a fun original game which rounds the cart out quite nicely. If you can find this for a bargain price it's worth a look.
OVERALL 79%

AZTEC ADVENTURE
Considering the plethora of other RPGs on the Sega, this is a very poor offering indeed and the only recommendation we can offer is take a look at all the others and avoid this like the plague!
OVERALL 38%





BACK TO THE FUTURE II
As Marty McFly you must beat five levels of platforming, jet-skating and puzzling. That is, if you don't fall asleep first. Yes, this is a proper snooze - and it's frustrating to boot. Add the poor presentation to this and forsooth - 'tis but a turkey.
OVERALL 37%

BACK TO THE FUTURE III
Marty is back! Featuring great graphics and sound, this is a fun game which is ultimately let down by the fact that it only has three levels and doesn't take long to finish.
OVERALL 68%

BANK PANIC
This ancient arcade conversion tests your reflexes and hand-to-eye co-ordination. The lasting appeal is limited, as the gameplay is quite simple, but this is a cheap cartridge and well worth having a look at.
OVERALL 78%

BASKETBALL NIGHT-MARE
Featuring very impressive, beautifully animated in-game screens, this basketball game looks great! But when it comes to playing the game, it's all rather simplistic and dull and the end result is a mediocre basketball game with some very fancy graphics.
OVERALL 56%

BATTLE OUT RUN
Take to the highways in this Chase HQ-style car-crashing game and bump the baddies off the road before they escape! Although Battle Out Run isn't as challenging as Fire and Forget II, there's enough in there to warrant purchase - give it a go if you're into fast action.
OVERALL 80%

BLACK BELT
Take control of a kung-fu expert and battle it out across a horizontally scrolling landscape beating seven kinds of shinola out of anyone stupid enough to cross your path. It's definitely one of the better Sega beat 'em ups around, and is highly recommended.
OVERALL 81%

BLADE EAGLE 3D
One of those rare 3D glasses games, and this one isn't exactly brilliant. It's a fairly simple shoot 'em up which requires you to guide the Blade Eagle against an enemy force. If you're desperate for a 3D game, try this out - but not before taking a look at Space Harrier 3D or 3D Out Run.
OVERALL 51%

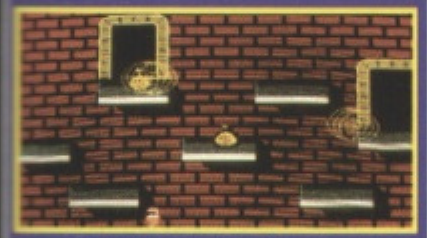
BOMBER RAID
Bomber Raid is a vertically scrolling shoot 'em up in which you fly a fighter craft deep into enemy territory with the intent of causing as much damage as possible. It's pretty good fun, but the game isn't difficult to beat, so although you tend to play it a lot at first, it doesn't take long before you finish it and become bored.
OVERALL 71%

BONANZA BROS
A conversion of the so-so coin-op, Bonanza Bros plays much the same as the original, but is far too easy to complete and only has a one-player option. Doh! Not the greatest cartridge money can buy...
OVERALL 57%









BUBBLE BOBBLE
Acknowledged as one of the best coin-ops ever, Bubble Bobble has at last made it to the Master System. And hooray for us because it's great. All the levels are here and it's rock hard - you won't complete this one overnight that's for sure. There is some slow-down and sprite flicker however, so be warned.
OVERALL 85%

CALIFORNIA GAMES
This wacky sports sim has six events: half-pipe, foot bag, surfing, roller skating, BMX riding and frisbee-throwing. The graphics on all are pretty impressive, the animation smooth - but it's the competitive element that makes this a winner. Whenever you play it, it's totally compulsive. A must for your Sega.
OVERALL 93%

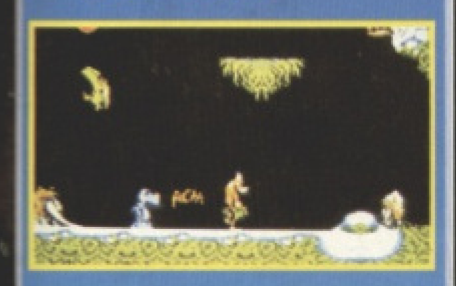
CAPTAIN SILVER
This dire hack 'n' slash game was originally a coin-op - so it'll come as no surprise that it completely bombed. The graphics are crap, the sound is woeful and the gameplay is poor.
OVERALL 47%

CASINO GAMES
Casino is a gambling game which offers three basic things to choose from: cards, slot machine and pinball. The graphics and sound are nice enough, if only functional, but the game lacks variety. There's no roulette or dice to help spice things up and you'll soon find yourself wanting more for your money.
OVERALL 46%

CHASE HQ
This race 'n' chase 'n' crash 'n' burn game is as exciting as it was in the arcades, and even if you've never played the coin-op, the high-speed thrills of this conversion make it well worth a look.
OVERALL 86%

CHOPLIFTER
With excellent graphics and challenging gameplay, Choplifter is one of the best horizontally scrolling shoot 'em ups around. Take it for a flight.
OVERALL 89%

CHUCK ROCK
One of the best platform games on the Master System, Chuck Rock scores highly owing to its highly enjoyable gameplay and superb graphics and sound. Well deserving of your hard-earned cash.
OVERALL 90%





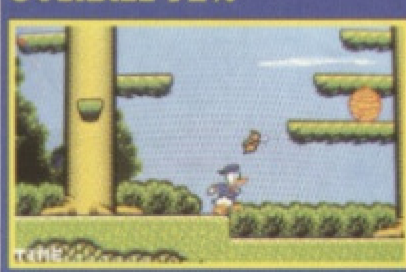
CLOUD MASTER
Featuring simple, colourful and very weird graphics (like giant chickens and bowls of noodles), this shoot 'em up is a very straightforward and fairly enjoyable blast. Not great, but not bad either.
OVERALL 73%

COLUMNS
The colour-matching arcade puzzle action of Columns might not sound exciting, but it's one of the most addictive games available on the Sega. Play it and see for yourself!
OVERALL 90%

CYBORG HUNTER
The mission of this arcade adventure involves penetrating a well defended complex, destroying all the robots therein, and finally confronting the man behind it. It's all quite jolly and action-packed, but originality and good graphics are very thin on the ground.
OVERALL 71%

DEAD ANGLE
This Operation Wolf-style coin-op conversion takes you back to the gangster years of the 1930's and casts you as a copper on a mission to wipe out an evil gang. The graphics are great, with plenty of neat touches,and the gameplay is very addictive. Easily one of the best shooting games on the Sega, this is well worth taking a look at.
OVERALL 83%

DONALD DUCK AND THE LUCKY DIME CAPER
Another Disney star gets his own Sega game, and once more it's a platform game. Luckily, Donald follows the Disney trend all the way and his game is excellent. It's also hard enough to keep you going for a-a-ages, so prepare to spend thy dosh on this fab cart.
OVERALL 92%





DOUBLE DRAGON
A fairly good version of the classic beat 'em up which is let down by its flickery graphics and rather low difficulty level. Beat 'em up beginners should enjoy the action, but experts will complete it quickly.
OVERALL 70%

DYNAMITE DUKE
A slight twist on the Op Wolf format here sees you as Duke punching, stabbing and shooting your way across the globe facing opposition from evil all the way. Nice graphics, nice sound, shame about the game. It's fun at first, but it's quite repetitive and too easy. For coin-op fans only.
OVERALL 79%

DYNAMITE DUX
The graphics on this wild 'n' wacky duck-based beat 'em up are truly superb, with bazooka-carrying foxes, marauding moose heads and gangs of field mice all entering the fray. The gameplay is fun, but it's all a little too easy, so expert gamers won't get full value for money from it.
OVERALL 79%

ENDURO RACER
This motocross racing game is one of the easiest Sega cartridges to complete. Ten levels of diagonally scrolling track lie between you and the finish line, and even a novice should be able to burn all the way through to the end in a single sitting. Zzzzz.
OVERALL 32%

ESWAT
After the rather nifty arcade game, this is a disappointment. Wimpy weapons, feeble graphics and five levels of not-very-difficult action means completing this takes very little time and effort.
OVERALL 59%

F16 FIGHTER
This looks pretty impressive, but unfortunately suffers from very bland gameplay. Just fly the eponymous F16 Fighter against the swarms of enemy aircraft and blow them up to keep in the game. The graphics and sound are average, and the gameplay soon becomes dull. Avoid it.
OVERALL 48%

FANTASY ZONE
This wacky horizontally scrolling shoot 'em up has the wildest, most colourful graphics ever seen. The gameplay is very addictive indeed, and there's plenty to challenge a hardened shoot 'em up fan@OVERALL:OVERALL 87%

FANTASY ZONE II
A superb shoot 'em up, but suffers from being too similar to the original. If you haven't already got Fantasy Zone, buy this one instead.
OVERALL 88%

FANTASY ZONE III
Not a scrolling shoot 'em up this time, instead the third in the Fantasy Zone series takes the player to a series of mazes where he must negotiate a variety of hazards and baddies to win the day. The game is a load of fun and, although the graphics are simplistic, there's plenty there to keep anyone happy for days on end.
OVERALL 81%

FIRE AND FORGET II
Fire and Forget II's zoom-up-the-road action is very fast and pretty tough, almost to the point of being off-putting. However, once you get used to the speed of things, you start getting into the action and rise to the considerable challenge. A must for addicts of highway violence!
OVERALL 86%

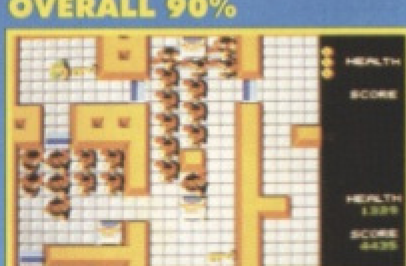
FORGOTTEN WORLDS
Become a hard floating mercenary with a flying gun in Forgotten Worlds and shoot lots of things. Yes, it's a horizontally scrolling shoot 'em up. Sadly, it's spoilt by a fiddly control method and a lack of challenge. There are much better shooters than this on the Sega.
OVERALL 62%

GAIN GROUND
This conversion of the obscure Sega coin-op shows why it was never a hit. It's a kind of flick-screen Gauntlet clone, without the playability. There's no original ideas and it all gets very repetitive. Don't buy it unless you like average games.
OVERALL 62%

GALAXY FORCE II
Featuring four levels of 3D shooting action, truly marvellous graphics and gameplay that's challenging enough to keep you occupied for weeks, this is the best game of its type on the Sega.
OVERALL 85%

GANGSTER TOWN
This old, rather dull game features reasonable graphics and sound, but doesn't really have that addictive spark to keep you coming back for more. Try something else instead.
OVERALL 48%

GAUNTLET
The coin-op was a sensation when appeared in 1986, and this version has all the features of the original machine. With 100 different levels to challenge you, Gauntlet won't lose its appeal in a hurry. If you've got a Sega, do yourself a favour and plug this into it.
OVERALL 90%



GHOSTBUSTERS
On the whole Ghostbusters is a great game. The graphics are nicely detailed, smooth and colourful - the music, though, is utterly dire, and sounds like a load of deaf people are trying to play the Ghostbusters theme tune on some crummy old synthesisers. Still, turn down the volume and get bustin'...
OVERALL 86%

GAME INDEX

GHOST HOUSE
Ghost House's graphics are of the cute style - big heads, big eyes and little bodies - the sound is very jolly, and at its cheap price the addictive gameplay provides fun at a price every Sega owner can afford.
OVERALL 79%

GLOBAL DEFENCE
Known better to arcade goers as SDI, this missile-blasting game has excellent graphics. The gameplay is addictive too - in fact the only thing wrong with it is the tricky control method, which makes it frustratingly difficult to get into. If you're prepared to stick with it, there's plenty here. Try before you buy.
OVERALL 80%

G-LOC
This is what Afterburner should have been. Loads of missions, tons of options, plenty of power-ups and enough variety to stop you getting bored. Shooting fans should be especially interested in this.
OVERALL 82%

GOLDEN AXE
Golden Axe is a superb conversion of the coin-op, with five tough levels of action. The graphics and sound are both top-notch and the game is highly recommended to beat 'em up fans.
OVERALL 92%

GOLFAMANIA
Golfamania lets you play a round of 18 hazard-packed holes in the comfort of your very own front room. There's plenty of lasting appeal in this one, and the challenging gameplay keeps you coming back time and time again. A must for Sega-owning golf fans - get your Dad to buy it, he'll love it!
OVERALL 83%

GOLVELLIUS
RPG fans will be interested in this one. The graphics are top-notch and the sound is atmospheric and helps draw you into the action. Arcade fans won't like this much, but if you're after a sedate game which require plenty of the old grey matter, check this one out.
OVERALL 81%

GREAT BASEBALL
Great Baseball isn't as good as American Baseball, so we recommend baseball fans to try that first before buying.
OVERALL 70%

GREAT BASKETBALL
If you like basketball, rush out and grab this now. Otherwise try something with a bit more oomph - like California Games or American Pro Football.
OVERALL 68%

GREAT FOOTBALL
Not soccer, as you might imagine - this is a simulation of American Football. If you're after a good American Football simulation, try out American Pro Football - it's miles better than this and offers twice as much challenge.
OVERALL 67%

GREAT GOLF
If you fancy a round of 18-hole golf, this might be what you're looking for. Or is it? If you look around the shelves of your software shop, you'll find Golfamania and Leaderboard, both which have better graphics, sound and playability.
OVERALL 71%

GREAT VOLLEYBALL
This simulation is pretty accurate, and it has good graphics and an easy-to-use control method, but really it's the sport itself that provides the problems. It's simply not very action-packed, and as a result gets dull fairly quickly.
OVERALL 71%

GAME INDEX

IMPOSSIBLE MISSION
Impossible Mission sounds great, featuring highly atmospheric effects. It looks stunning. But more importantly it plays absolutely brilliantly. A fantastic game which is destined to become one of THE classic Sega titles.
OVERALL 97%

INDIANA JONES AND THE LAST CRUSADE
Indiana Jones and the Last Crusade is almost as hard as the hero himself! The graphics and sound are both good, and with five very challenging levels to battle through, this should appeal to those who like their games very tough.
OVERALL 86%

JUNGLE FIGHTER
Jungle Fighter is an enjoyable and straightforward horizontally scrolling hack 'n' slash game. There are a few niggling points, though. The landscapes are large, but the gameplay is a little bit tedious, since Danan can only do a few moves, and although the baddies are numerous, they're not particularly tough. Rastan fans might like it, but don't expect it to challenge you for long.
OVERALL 71%

JOE MONTANA'S FOOTBALL
The first John Madden's clone makes it over to the Master System, boasting plenty of action, loads of teams and billions of strategies. Unfortunately, it just doesn't work. The graphics are dull, responsiveness is poor and the slightly ropey collision detection spoils things further. Not too hot.
OVERALL 65%

KENSEIDEN
Action is thin on the ground, but what do you expect from a role-playing game? Some of the still screens are truly superb, and there's plenty of brain-bending puzzles in the game to keep a role-playing fan happy for weeks on end!
OVERALL 85%

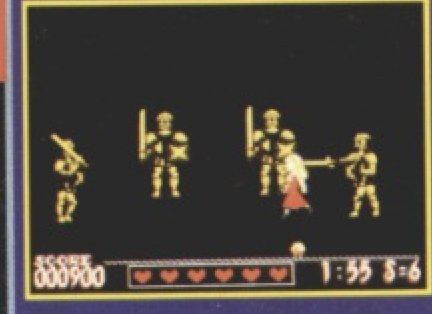
KLAX
This superb puzzle game was all the rage in California a while ago. Finally it has wended its weary way to the Master System. So is it any good? Well, yes it is. If brainy-type japes are your bag, check this out.
OVERALL 88%

KUNG-FU KID
Graphically similar in style to Ghost House, this platform game with kung-fu overtones is all jolly fun, but if you're after something with better graphics and more challenge, take a look at Black Belt before parting with your dosh.
OVERALL 70%

LASER GHOST
A not-quite-conversion of Sega's funsome coin-op. Protect a possessed girlie by shooting all the regional ghosts, either with light phaser or cursor. Fiddly controls wreck things a bit, but it's still quite a jape with nice graphics and plenty of action. Light phaser owners should grab this.
OVERALL 76%



LINE OF FIRE
Another pseudo conversion from those Sega lads. This time the Op Wolf-style gameplay has been replaced by vertically scrolling shoot 'em up action. Trouble is, it's slow, dull and offers few thrills.
OVERALL 46%

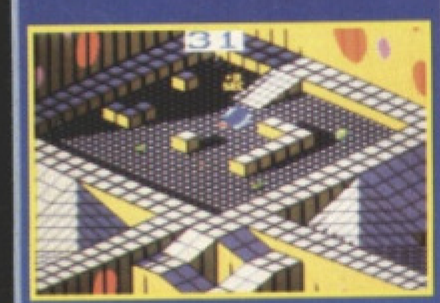




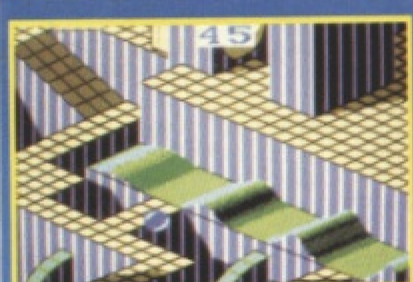
LORD OF THE SWORD
Two game styles meet head-on in this role-playing game with arcade sequences. It's a nice idea in principle which doesn't quite make it due to the rather bland action, and the fact that the role-playing bits are quite weak - there's simply not enough of each game style to satisfy fans of either genre.
OVERALL 74%

MARBLE MADNESS
A conversion of the cult Atari coin-op, this conversion retains just about all of the features of the arcade machine. Unfortunately, the game just plays too slowly and the control method is extremely dodgy to say the least. Disappointing.
OVERALL 70%







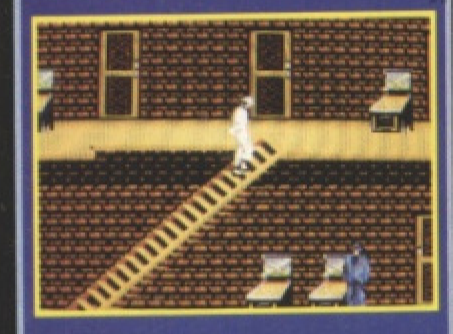


MAZE HUNTER 3D
Don your cool 3D shades and enter the maze in this entertaining game of mazes and more mazes. The 3D effect is pretty good, and the game is fun to play, but not Earth-shatteringly brilliant. Not an essential purchase by any means, but if you're after something to go with your 3D glasses, this is worth checking out.
OVERALL 74%

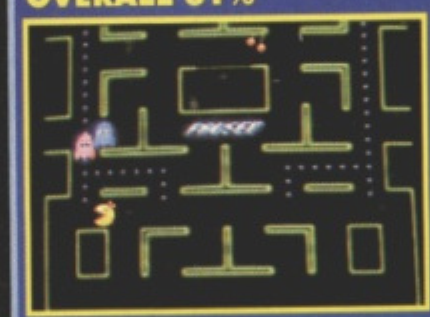
MERCS
That last bastion of death, the coin-op Mercs makes its appearance on the Master System. It's violent, it's got good graphics, it's highly playable and it's also very easy. If you think you'll keep coming back to this game even when you've completed it (which should only take two goes at most), check it out.
OVERALL 81%

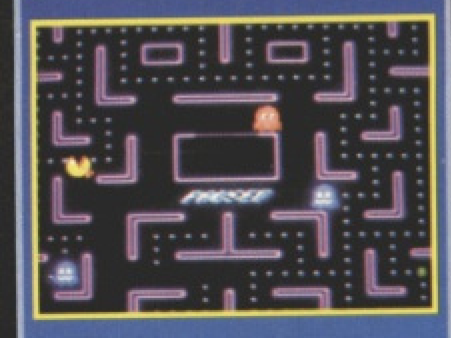
MICKEY MOUSE IN THE CASTLE OF ILLUSION
The epony-mouse (ha ha) does his stuff in this skill platform game. Great graphics and sound, loads of bonuses, great gameplay and a bit of a challenge make this a cart to get.
OVERALL 93%

MOONWALKER
Aaoow! Strut your thang in Moonwalker, a platform shoot 'em up starring none other than Michael Jackson himself. The graphics are smart, and it's pretty playable, but be warned, it does get pretty repetitive. Jacko fans and diehard platformers will love this, though.
OVERALL 80%



MS PACMAN
Gobble dots! Dodge ghosts! Lapse into a coma! Ms PacMan is just regular PacMan with knobs on, even the competitive two player mode wanes after a while, so don't buy this cart. If you're desperate for a Pac title, get Pacmania instead.
OVERALL 31%





MIRACLE WARRIOR
Miracle Warrior is an enjoyable game, and is recommended to arcade fans who enjoy a bit of adventure-style puzzling.
OVERALL 81%

MISSILE DEFENCE 3D
Missile Defence 3D is by no means an essential purchase, but if you're after something to use with your 3D glasses, this is worth having a look at.
OVERALL 76%

MONOPOLY
Unless you're desperate to play Monopoly and never have a friend to play with, you might as well buy the actual board game - it's cheaper, and is a lot more fun than this (after all, you can't argue with the computer!)
OVERALL 69%

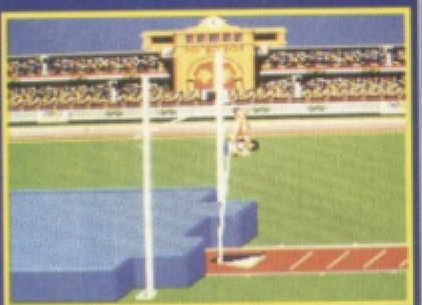
MY HERO
This rather odd-looking, cute beat 'em up (strange combination, eh?) requires you to rescue your girlfriend who's been kidnapped by local hoodlums. The game is good fun, but Black Belt is a better example - try that before buying this.
OVERALL 74%

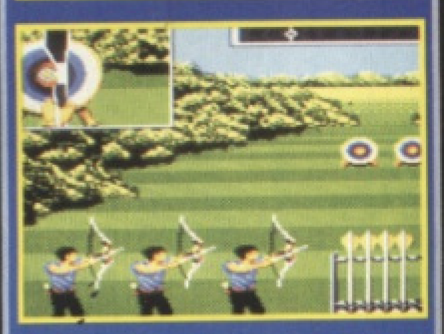
NINJA
Although the graphics are rather simplistic, the shuriken-lobbing action is challenging and addictive. The difficulty level is nicely pitched so you seem to get a little further into the game each time, and there are ten levels to beat. If you're after a combat game with a difference, this is worth taking a look at.
OVERALL 80%

NINJA GAIDEN
An excellent four-way scrolling slash 'em up, Ninja Gaiden scores highly with its super-speedy gameplay and smoothness. A tad easy maybe, but Ninja Gaiden is just so good to play you'll still be coming back for more months later.
OVERALL 83%

OLYMPIC GOLD
A fairly playable selection of sporting events, namely, 100m Sprint, Diving, 110m Hurdles, Swimming, Archery and the Pole Vault. It's a little repetitive, but the game is still great fun and well worth examining at your nearest software emporium.
OVERALL 81%

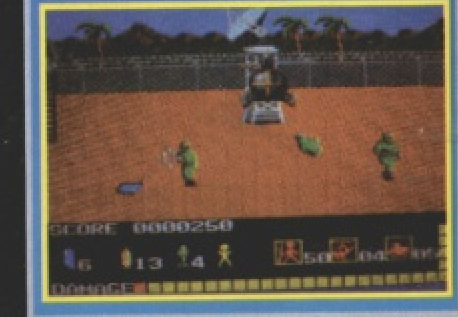








OPERATION WOLF
Take the role of a super-tough commando and blast your way across six horizontally scrolling enemy landscapes using your crosshair sights to aim your gun. Combining good graphics and solid, challenging action, this is an arcade conversion that should be checked out by all Sega shoot 'em up addicts.
OVERALL 88%



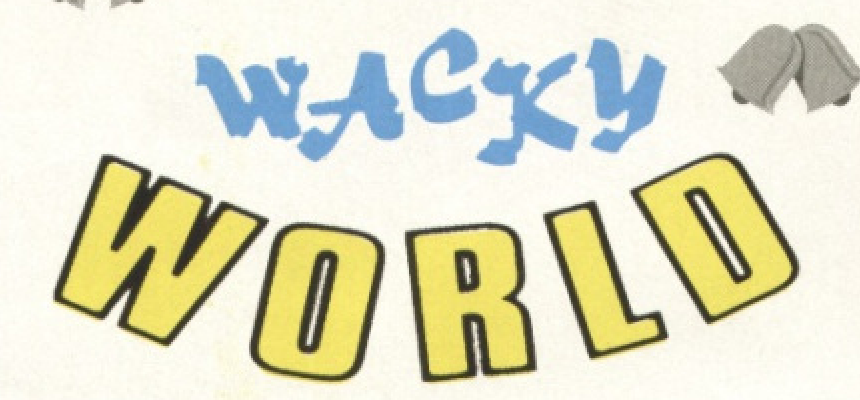
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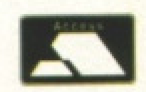
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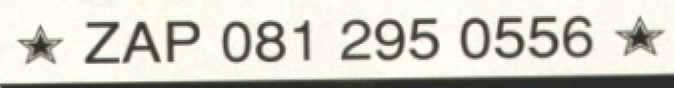
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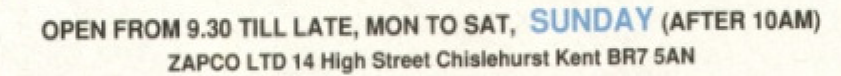


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OUT RUN
Although the 3D update isn't particularly smooth, the graphics are colourful and the gameplay is as addictive as the original coin-op. There are a variety of different ways of finishing the game, and it'll take quite a while to do them all. If you're a race fan, take this one for a spin.

OVERALL 80%

OUT RUN 3D
Looks and plays almost identically to the non-3D version, but has the added bonus of effective 3D. Out Run 3D is about the best 3D glasses game around, and should therefore be put at the top of your shopping list (as long as you've actually got a pair of 3D glasses!).

OVERALL 81%

OUTRUN EUROPA
OutRun Europa puts you in control of many different vehicles, from motorcycles to jetskis, in an attempt to thwart an evil terrorist organisation. Sadly, this "variety" doesn't save the game from being a frustrating, bland and desperately mediocre game. With crap graphics.

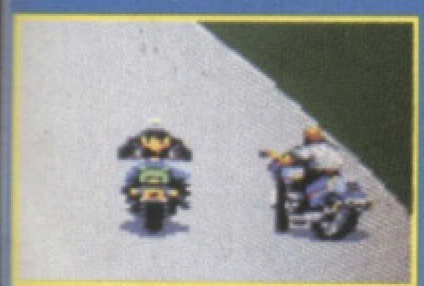
OVERALL 63%













PACMANIA
Isometric view dot munching is the order of the day in Pacmania. The graphics are great, there's lots of levels, it's playable, addictive and packs something of a challenge. Make this cart your own and never look back.

OVERALL 90%







PARLOUR GAMES
Combining a variety of "parlour" type board games, this sounds like fun, but in reality it's all rather dull. The games included in the package aren't really ones you'd play if you had them - they're all rather too simple. Maybe this is one for the younger Sega gamesplayers?

OVERALL 47%

PAPERBOY
Paperboy is a conversion of the popular arcade game of a few years back, and casts you as a newspaper delivery boy who's round takes him to the weird side of town. With its fantastic graphics and faithful arcade tunes, Paperboy should find a place in any arcade fan's cartridge collection.

OVERALL 89%

PENGUIN LAND
This is a decent little action/puzzle sort of game, made more jolly by the cute and colourful graphics. Unfortunately, the gameplay isn't powerfully addictive stuff, so it's probably most appealing to younger Sega players.

OVERALL 68%

PHANTASY STAR
A sprawling RPG which offers a great depth of gameplay, decent graphics and a good challenge. There are slightly better games of this sort (and cheaper too - this cart costs £40!), but if you're an RPG fan who has them all, this is well worth getting.

OVERALL 75%

POSEIDON WARS 3D
As the name suggests, this is a 3D electro-specs game, which puts you in the middle of a naval war. The action is quite basic shoot 'em up stuff, so all in all, this isn't a particularly stunning game, even with the added dimension.

OVERALL 55%

POWER STRIKE
The fast and frenetic action of this vertically scrolling blaster is what really sets it apart from other Sega games - only when the screen is jam-packed with sprites does the game slow down to any noticeable extent. At the moment, Power Strike remains the best Sega vertical scroller around.

OVERALL 90%

PRO WRESTLING
This version of the old grappling game features some very nice presentation screens, but crap in-game graphics. The sound is pretty awful, but it's the very awkward control mode that really seals this game's doom. Avoid, unless you're a real diehard grappling fanatic.

OVERALL 46%

PRINCE OF PERSIA
Save the princess from a fate worse than death in this classic platform game, boasting stunning animation. A large quest with loads of levels and more than its fair share of excitement, Prince of Persia is an essential buy!

OVERALL 91%

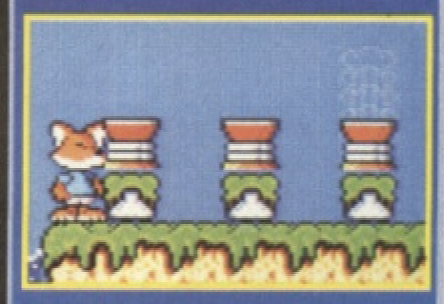
PSYCHO FOX
Featuring plenty of extra rounds and hidden bonuses, Psycho Fox ranks as probably the greatest all-out arcade platform game seen on the Sega Master System. Need we say more?

OVERALL 90%

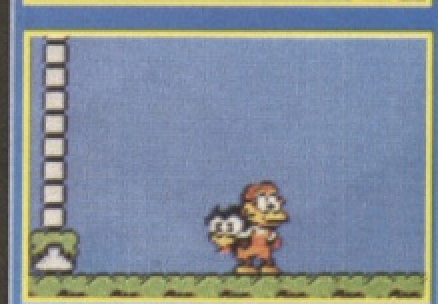












QUARTET
Featuring bland graphics and sound, this conversion of Sega's uninspiring coin-op is really let down by its complete lack of variety between levels. If you've seen one, you've seen 'em all...

OVERALL 64%

RC GRAND PRIX
RC Grand Prix is a very fast and playable game. It has plenty of tracks too, but it doesn't take very long to complete them all, and after that it all becomes a bit dull.

OVERALL 70%

R-TYPE
R-Type is fab, with all the levels of the arcade and a number of secret bonuses. However, although it's got a great line in playability, the sprites sometimes tend to suffer from chronic flicker - especially when a lot is happening on-screen. Still, shoot 'em up fans should seek this out immediately!

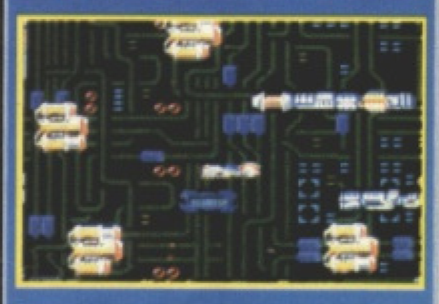
OVERALL 91%

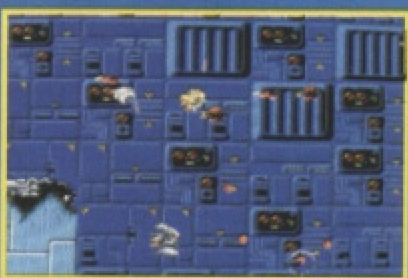












RAMBO III
Great graphics and gameplay make this one of the best Light Phaser games out. If you're a Light Phaser owner who is desperately seeking a brill Op Wolf game, go for Rambo III, but if you're Phaser-less, go for the real McCoy.

OVERALL 89%

RAMPAGE
Rampage was a great laugh in the arcades - mainly because it was so fun to be the bad guys for a change! All the fun of being a monster and trashing a city is here to be savoured, with great graphics to boot. Highly recommended.
OVERALL 85%

RASTAN
The Sega version of Rastan isn't a bad slash 'em up, and remains quite faithful to the arcade, but unfortunately, the graphics are a bit fuzzy. The gameplay is quite challenging though and should keep avid sword slingers quite involved for a long time.
OVERALL 79%

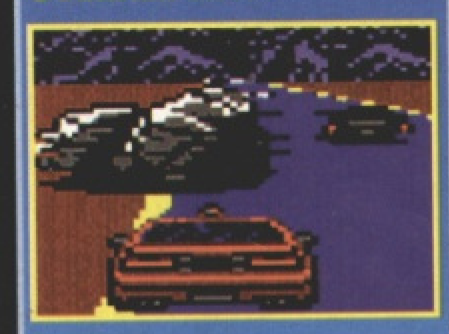
RESCUE MISSION
Rescue Mission comes highly recommended, combining graphical excellence with infuriatingly addictive gameplay. The action is slick and fast and should keep you blasting away with your light gun for ages. Go get it - you'll love it!
OVERALL 82%

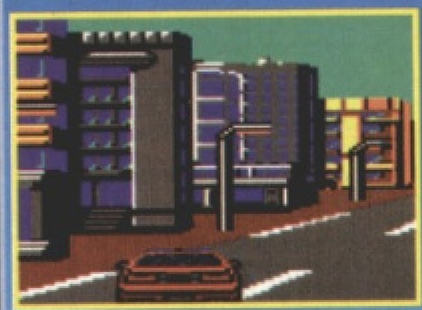
ROCKY
The graphics in this boxing game are quite spectacular for a Sega, but where the game falls down is in the lastability stakes because there are only three opponents. If there was more game for your money this could have been a contender. As it is, Rocky just doesn't last the full 15 rounds.
OVERALL 62%

RUNNING BATTLE
Platform action is once again the order of the day in Running Battle, which stars you as a super-hard military saboteur. Grab gun icons for a short spell of blasting, or a Power icon for super-speed running capabilities. The trouble is that the poor graphics, slow response time, shoddy collision detection, repetitive gameplay and limited nature of the game spoils the proceedings somewhat.
OVERALL 54%

SAGAIA
A conversion of Taito's Darius II coin-op, Sagaia packs in just about all of the features of the arcade machine (bar the simultaneous two-player mode). However, the graphics are a real mess with some of the worst flicker yet seen on a console.
OVERALL 67%

SCI
Oo-er! Taito's SCI coin-op was a good laugh, combining racing action with shoot 'em up elements. Unfortunately, the Master System version of this game is a complete travesty, with hardly any illusion of speed, pathetic backdrops and dull gameplay. Leave this game well alone.
OVERALL 26%





SCRAMBLE SPIRITS
This is a one or two-player conversion of an extremely obscure coin-op which was one of Sega's few arcade failures. The exceedingly bland gameplay is marred even further by blurred, flickering sprites and the "power-ups" are fairly pitiful, too. Unless you're really desperate for a vertically-scrolling shoot 'em up, this isn't worthy of consideration.
OVERALL 49%

SEGA CHESS
If you're lonely and desperate for a quick... game of chess, Sega Chess is here to help you. It plays a pretty good game (on the higher difficulty settings) but it's quite slow, not very responsive and the hanging around does get on your nerves.
OVERALL 77%

SHADOW DANCER
There's ninja japes aplenty in Shadow Dancer - a conversion of the Sega coin-op (but missing the dog). Still, the lack of any canine presence doesn't spoil the game too much, although the stupidly unbalanced difficulty setting is a bit of a downer (the levels are easy and the guardians are ultra-rock-blinking-hard). Not so bad, nevertheless.
OVERALL 71%

SHADOW OF THE BEAST
Grrr! Platform game Shadow of the Beast casts you as a mean and ugly monster who must avenge the death of his family by killing the evil Beast Lord. Decent graphics, and it's pretty enjoyable, but a number of small niggles stop it from being a classic.
OVERALL 80%

SHANGHAI
A sort of oriental patience with tiles, Shanghai is one of those games that doesn't look very impressive, but keeps you coming back regularly game after game. It's really therapeutic, and is a great way to relax your brain after a hard day's work.
OVERALL 88%

SHINOBI
Sega Shinobi is a great conversion of a decent coin-op, with literally hours of beat 'em up action jammed in. It has great graphics and jam-hot playability, and since there's hardly any decent Sega beat 'em ups available, there's no excuse not to add this one to your collection.
OVERALL 87%

SHOOTING GALLERY
This is the cartridge you used to get free with the Sega Light Phaser, and features three different shooting games. Zap targets in a police-style firing range before they spin around and disappear, down clay pigeons and zap small animals in a jungle scenario. Worth a go.
OVERALL 70%

SLAP SHOT
Both one and two-player options are available in this, and generally speaking, Slap Shot plays a very playable game of ice hockey. The graphics may not be totally awe-inspiring, and the sound's even worse, but in two-player mode the game is a great laugh. Check it out.
OVERALL 82%

SMASH TV
An absolutely appalling conversion of the Williams coin-op which fails miserably to supply any kind of shoot 'em up thrills and spills whatsoever. Avoid it like the plague, it really is smelly old crap.
OVERALL 27%

SONIC THE HEDGEHOG
Take control of the legendary blue hedgehog as he runs around scrolling platforms dusting the minions of Dr Robotnik. Sonic the Hedgehog is a state of the art 8-bit game, combining incredibly swift scrolling with gob-smacking graphics and interesting gameplay. A must-have.
OVERALL 90%

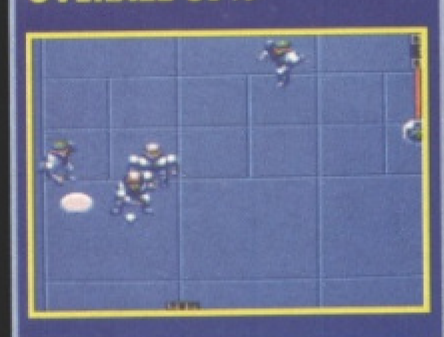
SONIC THE HEDGEHOG II
So, you thought that Sonic the Hedgehog pushed back the boundaries of Master System gaming? Well, check this out! The basic gameplay is much like the original, but this sequel has loads of new levels with much more variety along with a far stiffer challenge! Pure brilliance.
OVERALL 96%

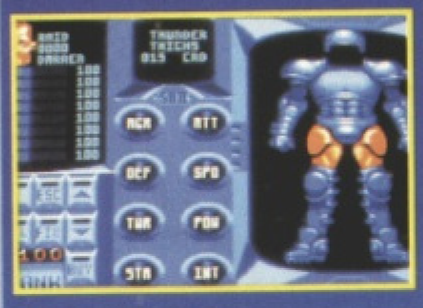
SPACE HARRIER
The basic gameplay is exactly the same as the highly successful 3D coin-op of several years ago, but there are new aliens to blast into oblivion. If you're a fan of Space Harrier, this will obviously have great appeal, but for everyone else, the novelty will wear off very quickly.
OVERALL 77%

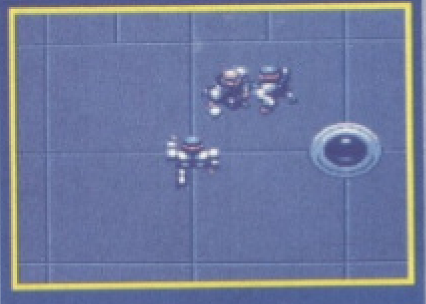
SPACE HARRIER 3D
Space Harrier 3D is almost identical to the above version, but works with 3D glasses. It's one of the better 3D games around, and should be tried out.
OVERALL 78%

SPEEDBALL
This is a pretty good conversion of the Amiga title, especially with the tweaked one-player difficulty setting. However, right now it's overshadowed by its successor - Speedball II@OVERALL:OVERALL 79%

SPEEDBALL II
An updated and improved version of Speedball. Better graphics, better playability and much more depth make Speedball II one of the top Master System sports sims. Give it a go if you're into goals 'n' violence.
OVERALL 89%





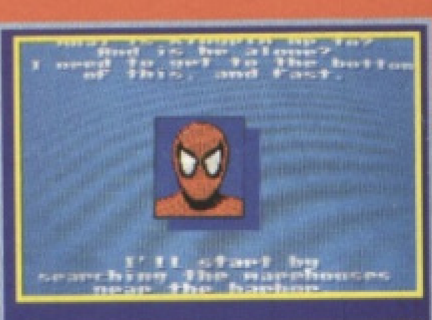




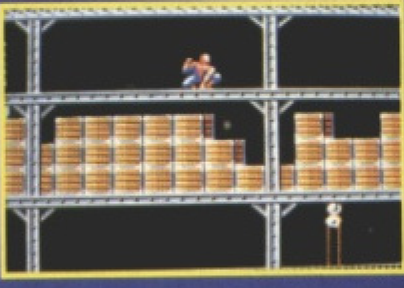
SPELLCASTER
This RPG is pretty good, with its action and basic decision-making being very easy to get into. It's especially suited to borderline players who've had enough of shoot 'em ups and want something a little more mentally taxing without actually going all the way to the real RPG stuff of Ultima and Y'S.
OVERALL 84%

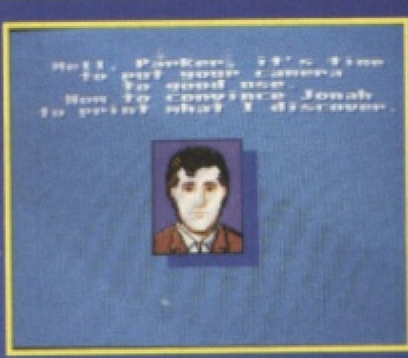
SPIDER-MAN
Yes, it's yet another platform game, but this one's different. Spidey can do pretty much anything he is capable of in the comics, like web slinging, spinning shields and throwing web-balls. Spider-Man is very playable, has great graphics and sound and will take a lot of work to complete. Highly recommended.
OVERALL 87%











SPY VS SPY
Spy vs Spy ranks as a classic two-player game which won't set the world alight with either its visuals or sonics, but scores extremely highly in the playability department! Our advice is to check out this top-notch offering - pronto.
OVERALL 88%

STRIDER
The Megadrive version of this game was almost arcade perfect. Sadly, this is not. The graphics are OK, but it's very slow and difficult to control. The suspect collision detection and poor responsiveness seal the coffin of this disappointing release.
OVERALL 67%

SUMMER GAMES
Featuring five events (the 100m dash, the pole vault, gymnastics, 100m freestyle swimming and high dive), Summer Games is a big disappointment. All the events feature rubbish graphics and completing them all is as easy as 123. Avoid - even if you love sports games.
OVERALL 37%

SUPER KICK OFF
The legendary Super Kick Off looks surprisingly similar to its Amiga counterpart, and plays just as brilliantly! A superb game - one of the finest available on this machine - and a must for all football fans (and anyone else for that matter).
OVERALL 96%

SUPER MONACO GP
Although this shares its name with Sega's super 3D road racer coin-op, this isn't a conversion, strictly speaking. But that's not saying it's bad. The 3D is fast and effective 3D and it plays well too, even in a single-player mode in which you race against a field of ruthless computer-driven cars. If you're after some hard-driving thrills, forget the rest - this is the best!
OVERALL 92%

SUPER MONACO GP II
Urrgghhh! What could have been an excellent sequel is completely ruined by the severe lack of speed! Although it might look like you're doing 200mph, it looks more like a quarter of the speed! Goodbye excitement, bye bye fun. The vast array of

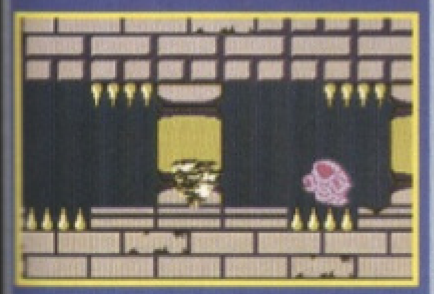
options is excellent, but the actual gameplay itself is very disappointing.
OVERALL 41%

SUPER SPACE INVADERS
The idea behind Super Space Invaders was to take the original coin-op and blend it with some of the modern trappings of shoot 'em ups - power ups and scrolling for example. It works too, and the resulting game is a highly enjoyable blast.
OVERALL 82%

SUPER TENNIS
This being quite an oldie, the action is a tad basic, with no graphical frills or fancy gameplay touches to liven things up. Though it's reasonably playable, it's certainly no match for the more recent Wimbledon Tennis.
OVERALL 69%

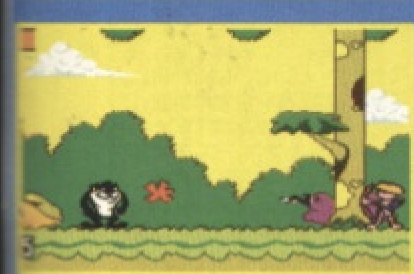
TAZ-MANIA
The graphically amazing Megadrive game has been converted to the Master System rather well. There are many levels of platform style gameplay with groovy backdrops and some excellent sprites. The only problem is the lack of enemy sprites, which makes the game rather easy.
OVERALL 71%











TEDDY BOY
This was never the most outstanding Sega release, but now it's doing the rounds with a price tag of a tenner, it's not such a bad buy. The graphics are cute, and the gameplay, while not fiendishly exciting, is decent enough fun for a fair few hours. A nice little potboiler.
OVERALL 69%

TENNIS ACE
Beaten (just) by Wimbledon Tennis, this is still one of the better Sega sport sims which should keep any tennis fan happy when the municipal court is under six feet of water.
OVERALL 80%

THE TERMINATOR
A superb interpretation of the 1984 movie, this game is far better than its Megadrive counterpart! It's skillful (and very challenging) platform action all the way as you control Kyle Reese in his quest to protect Sarah Connor from the murderous clutches of the Terminator. Well worth investing it.
OVERALL 82%

THUNDERBLADE
Thunderblade must have been a pretty tricky coin-op to convert, but the programmers have managed to capture it successfully with this conversion. The graphics are good, the gameplay is challenging and it provides plenty of entertainment for any shoot 'em up fan.
OVERALL 80%

TIME SOLDIERS
The graphics on this obscure coin-op conversion are dinky, but nicely defined, and the Commando-style action is fun - even more so with two players. Shoot 'em up fans should certainly get their fair share of jollies out of this.
OVERALL 73%

TRANSBOT
This early Sega shooter is a bit basic compared to more recent titles such as R-Type, but at least there are extra weapons to keep a bit of variety. The other plus is that now it sells in Sega's ten quid range, so it's well worth rooting out if you're low on moolah.
OVERALL 75%

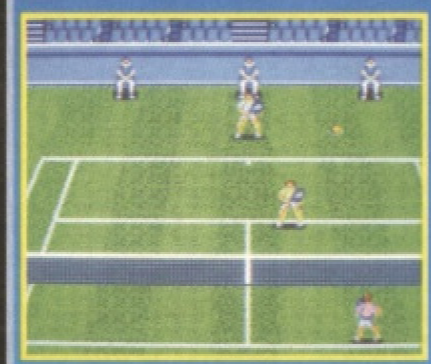
ULTIMA IV
Though this enormous RPG scores quite low on the graphics-ometer, it has weeks, nay, months of gameplay packed into its chips, and a battery-backed save too! If role-playing is your idea of heaven, get hold of Ultima IV fast!
OVERALL 89%

VIGILANTE
This conversion of the beat 'em up coin-op manages to retain most of the coin-op's graphics and sound, even if the sprites are a bit on the flickery side, and the spot FX a little ropey. The playability remains the same, however, which is the most important thing, so if you're after a not-too-taxing beat 'em up, have a look.
OVERALL 72%

WANTED
If you're keen on shooting gallery style games, this is worth taking a look at. It's by no means a brilliant game, but if you're after a something to use with your light gun you could do a lot worse than this.
OVERALL 70%

WIMBLEDON TENNIS
This is the best Sega tennis game by a minuscule margin. It's fast, there are lots of modes of play and the championship tournament takes a lot of practice to win. The two-player mode is even more fun. Well worth considering if you have a second player lying around.
OVERALL 80%





WONDERBOY
Although this is starting to show its age a little, and is a little on the repetitive side, Wonderboy is still a bundle of fun, with cutesy graphics and a jolly soundtrack to add to the appeal.
OVERALL 80%

WONDERBOY IN MONSTERLAND
Better than the first installment by a long shot, Wonderboy II is a game that'll have you clamped to your pad for absolutely ages, but isn't a game that you'll complete in a hurry. Highly recommended.
OVERALL 87%

WONDERBOY III
Wonderboy III has to rank as one of the greatest Master System games ever! It has a look and feel slightly reminiscent of the Nintendo Mario series (no bad thing) and a depth of gameplay second to none. Make sure it's in your collection - NOW!
OVERALL 96%

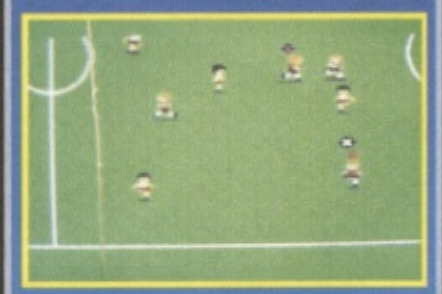
WORLD CLASS LEADERBOARD
It's a golf game. What more can we say? Well, it's got extensive tournament play, realistic action, loads of courses and it's very challenging. If you're a golf fan or you're after a good game with which to unwind, World Class Leaderboard is the cart for you.
OVERALL 92%

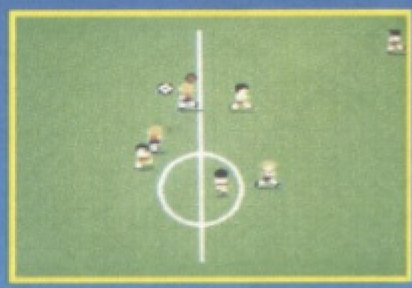
WORLD CUP ITALIA 90
This is a rubbish soccer game. The controls are poor, the graphics are naff and the sound is awful. Buy Super Kick Off instead, or if you want a side-on viewed soccer game, check out World Cup Soccer.
OVERALL 48%

WORLD CUP SOCCER
Highly entertaining side-viewed soccer game which was by far the best console football game until Super Kick Off came along. It's now available on Sega's budget range for only £14.99 and at that price is an absolute bargain. Check it out!
OVERALL 85%









WORLD GAMES
Featuring log-rolling, bull riding, barrel jumping and caber tossing, this is a complete disappointment. Although graphically pleasing, what's there soon becomes very samey and terminal boredom swiftly sets in. Your best bet is to leave this one well alone.
OVERALL 50%

GAME INDEX

WORLD GRAND PRIX
A very decent race game which is graphically impressive and features challenging and enjoyable racing action. It's not as good as Super Monaco GP, but is sufficiently different enough to be worth looking at if you've already got that.
OVERALL 81%

XENON 2
It's another Amiga conversion - this time of the great Bitmap Bros vertically scrolling shoot 'em up. The graphics are great, if the scrolling is a little jerky. Still, it's the gameplay that counts, and Xenon 2 scores highly here. If only it had a few more levels, it would have been a classic.
OVERALL 84%







Y'S
This really is a huge RPG, but luckily, there is a battery game save option to make things easier. The graphics are slightly better than Ultima's character sprites, making this look a bit like Nintendo's first Zelda game. The emphasis is heavily on the role-playing though, so it doesn't really have the same universal appeal.
OVERALL 88%

ZAXXON 3D
A bastardised version of the coin-op which requires 3D glasses, this is a really naff game which suffers from extremely boring gameplay. Give it a miss.
OVERALL 32%

ZILLION
A big, tough, but ultimately tedious platform game. Worth a look if you're a complete and utter platform game nut, but most players will find it all a bit too much.
OVERALL 71%

ZILLION II
Similar to Zillion, but with loads of add-on weapons, an added jet-bike sequence and some nifty beat 'em up action. If you like Zillion, go for it. If you didn't, steer clear.
OVERALL 74

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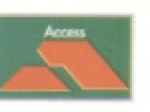
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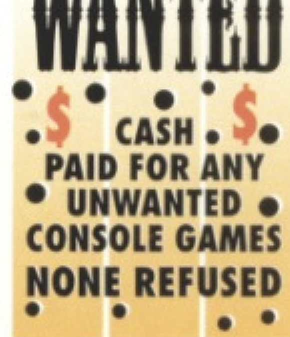
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